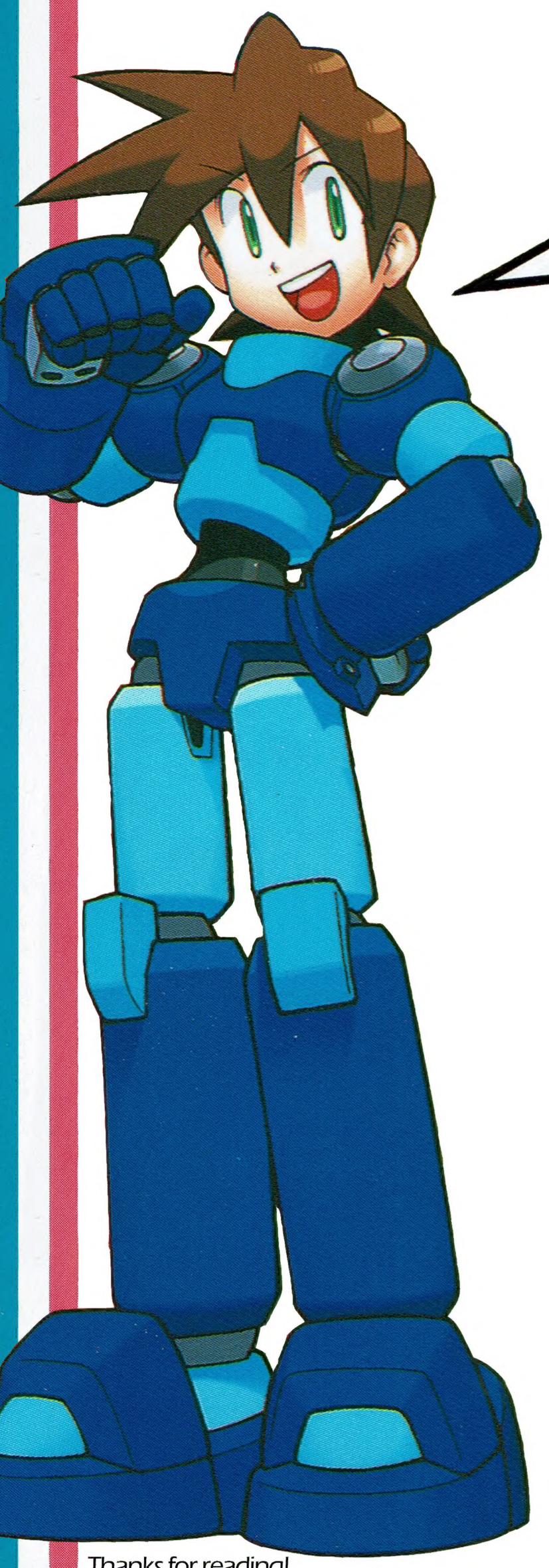
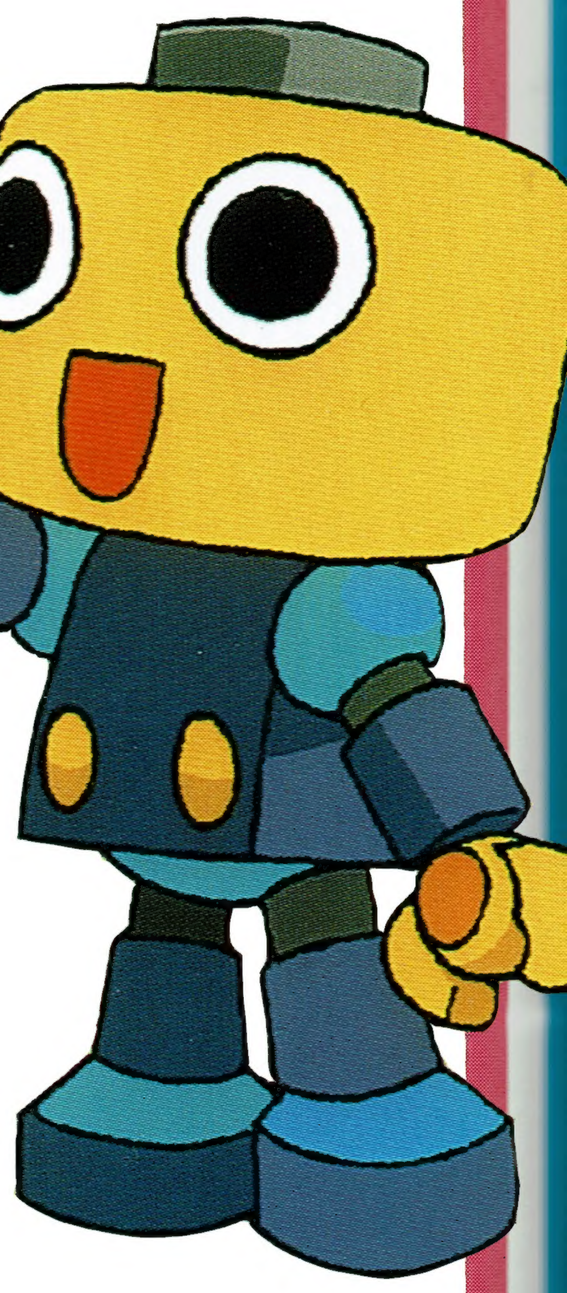
INTRODUCTION



Hello!
Welcome to the unofficial fan English scanlation of the Rockman DASH Great Adventure Guide!!



Before you embark on your adventure, here's something you should note!!

We're Using the Game's Japanese Terms!

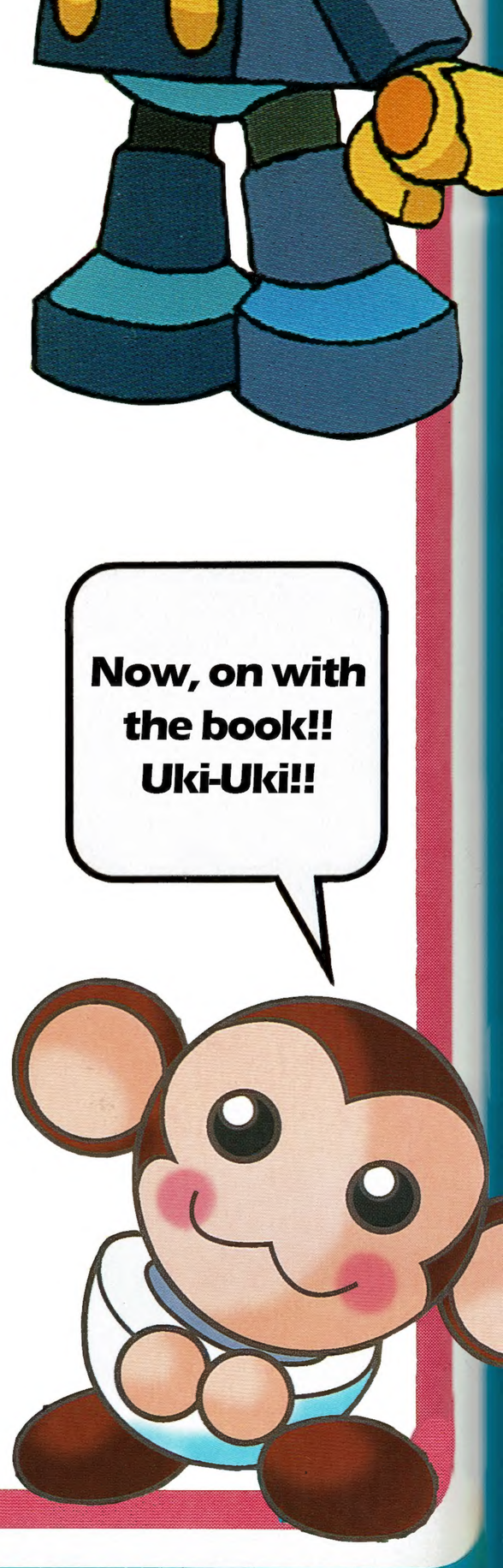
Here Are Some Comparisons to Help You Out.

ENG		JPN
Mega Man Legends	➡	Rockman DASH
Mega/ Mega Man	➡	Rock/ Rockman
Mother Lode	➡	Great Legacy
Reaverbot	➡	Reaverd
Digger	➡	Digouter
Spotter	➡	Operator
Servbot	➡	Kobun
Refractor	➡	Deflector

Thanks for reading!
Here's a quick note on our usage of "Bonne" for the Bonne's last names. A direct transliteration of its Japanese name would be "Bone." However, this has been translated inconsistantly across media, like "Born." We made the arbitrary decision to use "Bonne" for consistency.
Also, we encourage you to zoom in on the pages, as there are insightful dev scribbles that are in very small print.
Have fun!!

- akiTONE, Chomp_0, HF, Jhon, Kobun20, Midori, RockmanCosmo, Sidier

Now, on with the book!! Uki-Uki!!



V JUMP BOOKS
GAME SERIES

ROCKMAN 10th ANNIVERSARY

ROCKMAN DASH
CAPCOM OFFICIAL DOCUMENTATION
GREAT ADVENTURE GUIDE

ロックマン DASH 鋼の冒険心

A GUIDE THROUGH A WORLD OF HEART-POUNDING ADVENTURE

COME WITH ME, AND TOGETHER LET'S EMBARK ON A GREAT ADVENTURE!!

PlayStation®

V JUMP BOOKS
GAME SERIES

ROCKMAN DASH
CAPCOM OFFICIAL DOCUMENTATION
GREAT ADVENTURE GUIDE

ROCKMAN 10th ANNIVERSARY

PlayStation ®

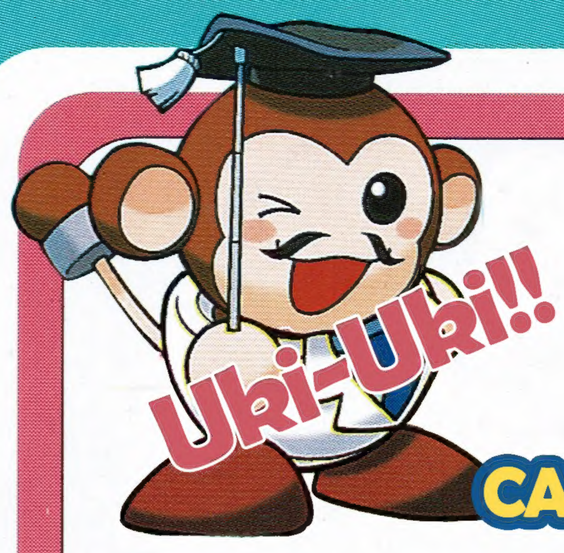
ロックマンDASH
鋼の冒険心

The Mysterious Great Legacy!!

Battles Against Treasure-Hunting Air Pirates!!

The All-New Adventure - Now In Your Hands!!

ROCKMAN DASH
ADVENTUROUS SPRIT OF STEEL
CAPCOM OFFICIAL DOCUMENTATION
GREAT ADVENTURE GUIDE



ROCKMAN DASH ADVENTUROUS SPIRIT OF STEEL

CAPCOM OFFICIAL DOCUMENTATION

GREAT ADVENTURE GUIDE

TABLE OF CONTENTS

FOLD-OUT SPECIAL POSTER

- Rockman DASH Special Poster
- Welcome to Kattelox Island!!

Prologue — Rockman DASH Prologue 11

Character — Rock & Friends 17

Area — Kattelox Island Area Guide 1 27
Kattelox Island General Guide
Apple Market Guide

Area — Digout! Secrets of the Ruins! 35

Area — Kattelox Island Area Guide 2 45
Central Town Guide

Character — Enter the Bonnes! 51

Area — Kattelox Island Area Guide 3 63
City Hall Guide

Mechanism — Roll and Tron's Mechanical Matchup! 69

Area — Kattelox Island Area Guide 4 87
Lakeside Park Guide

Area — Kattelox Island Area Guide 5 93
Old City Guide

Mechanism — The Bonnes' Ultimate Machine 96

ROCKMAN DASH THE GREAT ADVENTURE INTERVIEW 99

Hello!! Area
Pages with this icon introduce Rock and Co.'s travels around Kattelox Island and all sorts of details about the city!!

Character Area Mechanism
AN EASY WAY TO TELL WHAT THE INFO'S ABOUT!!

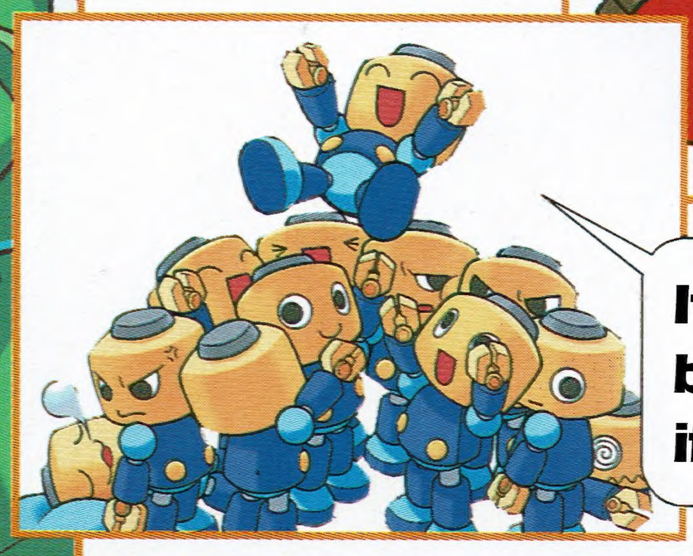
Prof. Data's Uki-Uki!! DASH Laboratory

I'll teach you all about Rockman DASH's early designs and info, Uki-Uki!!

24.34.44.50.62.68.92.98

Character
Check pages with this icon to learn more about characters such as Rock, myself, the Bonne family, and many more!!

What!?
You're bunching us up like this?!
Well anyway!!
Pages with the Mechanism icon feature machines built by people like myself and Roll!! But of course, it's pretty obvious that my machines are the best!!



It's such an enjoyable book; we'll be so glad if you read it!!

©CAPCOM

■ Compilation: Caramel Mama ■ Design: Banana Grove Studio ■ Illustration: Ito Wado (CAPCOM) ■ Supervision, Collaboration: CAPCOM

"PS" and "PlayStation" are trademarks of Sony Computer Entertainment Inc.

Rockman DASH Prologue

We'll introduce a summary of the interesting aspects of the all new, genre defying Rockman DASH, with a prologue to the world and story!! Get ready for a magnificent piece of work!!

You'll see why we're on our journey!

And you'll see what's so fascinating in Rockman DASH!

We'll show you some important points before we head off for adventure!!

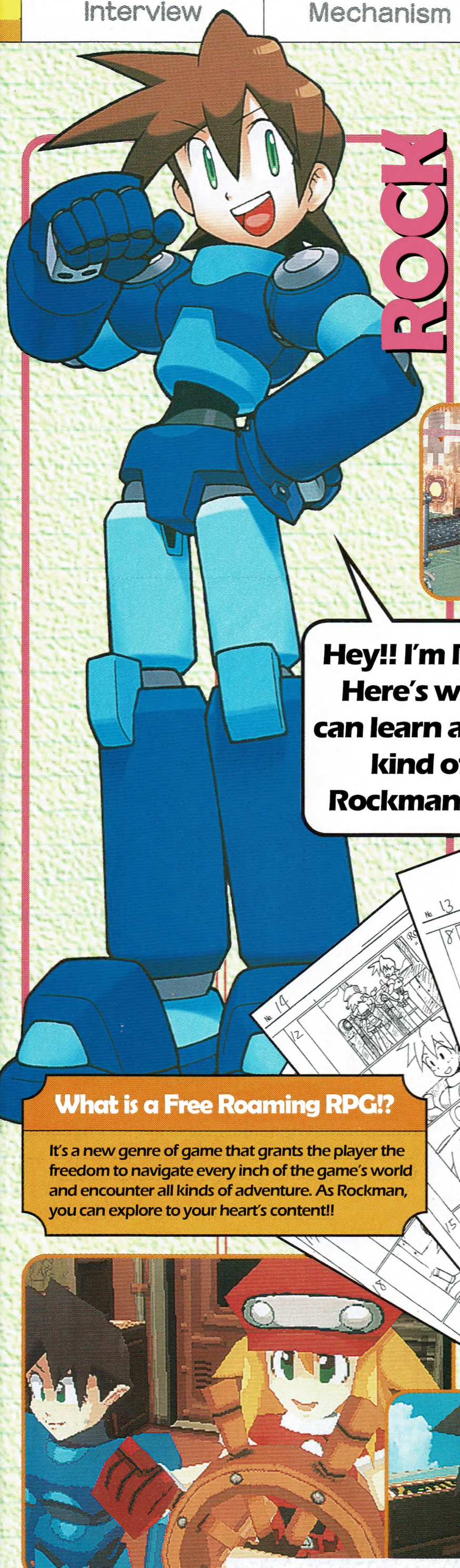
Ukii!!

You'd Better Not Forget About Us!!

THE BIRTH OF AN ALL NEW ROCKMAN!! A HUGE INTRODUCTION TO ITS CHARM AND ITS ADVENTURE'S PURPOSE!!

ROCKMAN DASH DIGEST

What kind of game is Rockman DASH, you ask? Get ready for an overview of all the fun that you can have!!



Hey!! I'm Rockman!! Here's where you can learn about what kind of game Rockman DASH is!!

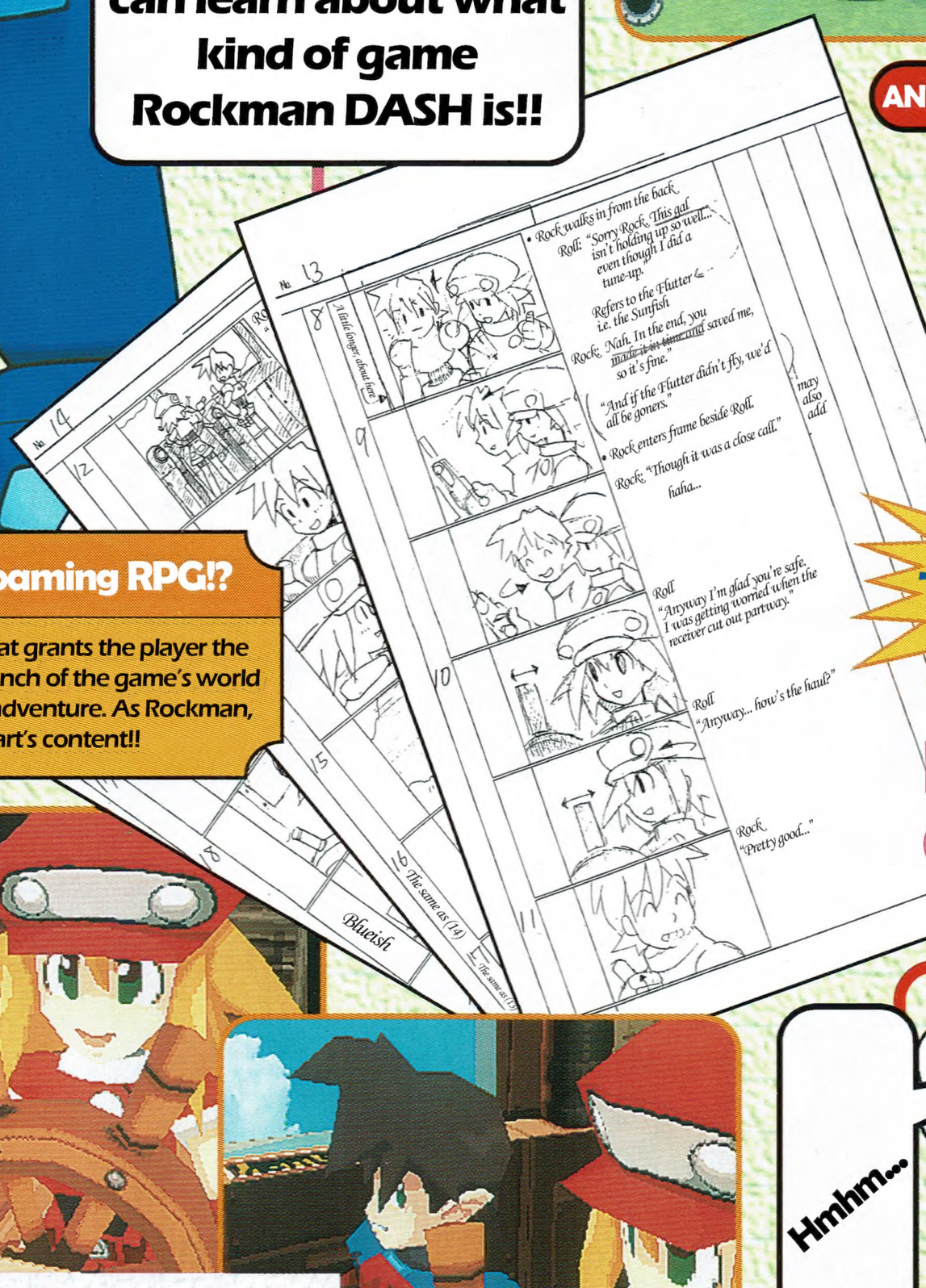
From the depths of subterranean mazes, across vast plains, and all around town, there's all kinds of places to go! Learn as much as you can from everyone you can meet, then plumb the depths of the ruins where treasure slumbers!!

EXPLORE ANCIENT RUINS IN A HEART-POUNDING ADVENTURE RPG

Rockman DASH is a free roaming RPG where you can explore vast plains and labryinthine ruins. Whether you're conversing with the local townsfolk, or engaging in battles with treasure-hungry air pirates, there's tons of exciting fun to be had!!

What is a Free Roaming RPG!?

It's a new genre of game that grants the player the freedom to navigate every inch of the game's world and encounter all kinds of adventure. As Rockman, you can explore to your heart's content!!



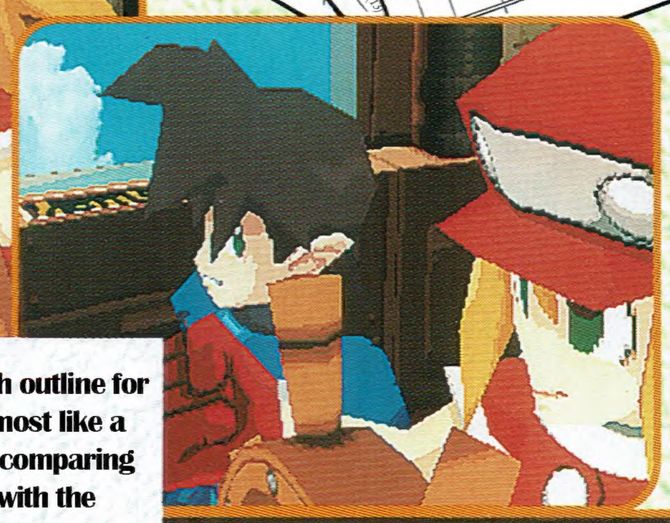
ANIMATION

Greeted by 3D Polygon Animation From the Start of the Game

A ton of storyboards were produced and used in the creation of this game's cutscenes, similar to how TV anime are made! While some games have cutscenes that boast high production values, they don't always mesh well with the visuals of the gameplay. This game's cutscenes were made so that its charm is consistent whether you're playing or watching.

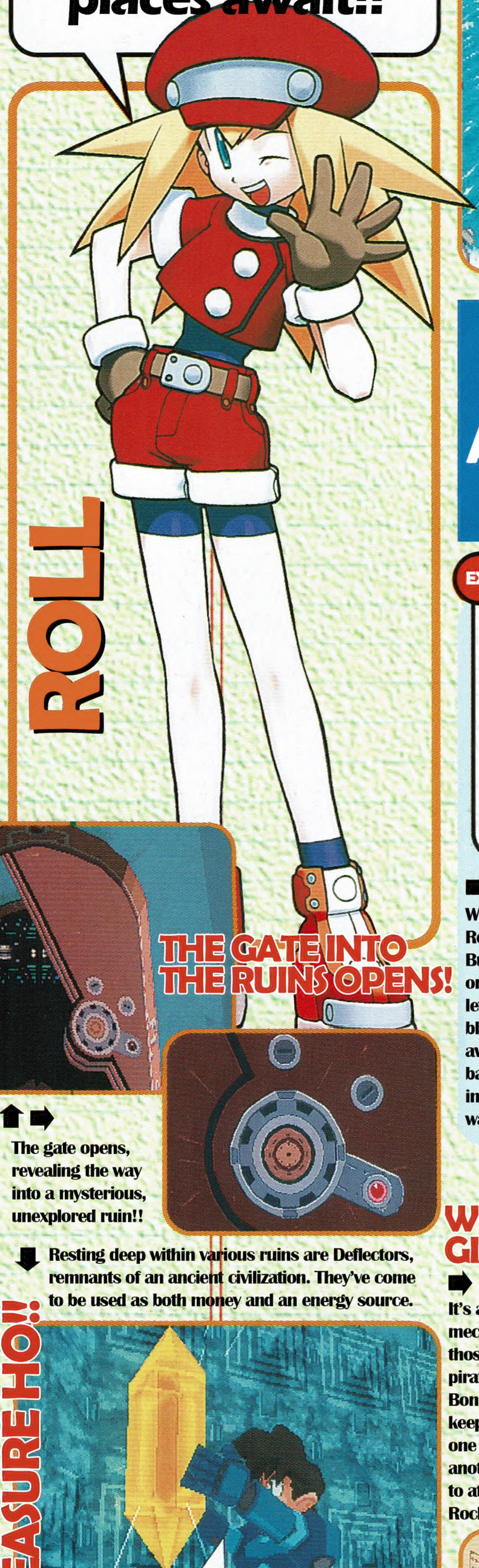
TRANSCENDING ANIME!?

LOTS AND LOTS OF STORYBOARDS!!



A storyboard's a rough outline for animation. It looks almost like a comic, doesn't it? Try comparing the storyboard above with the actual finished cutscene!!

Lakes, forests, and all kinds of places await!!



ROLL

Naturally, you'll even get to have nautical ventures!! Take out a steady stream of bad guys and keep your eyes on the prize!!

VENTURE ACROSS A VAST OVERWORLD!!

ADVENTURE

Beneath the Island Slumbers a Series of Mysterious Ruins, a Heart-Pounding Adventure Awaits on Kattelox Island!

The adventure begins as Rockman and Co. suddenly find themselves on Kattelox Island! Explore the island, learn what you can from the island's locals, or seek out Digouting sites, as you venture at your own pace.

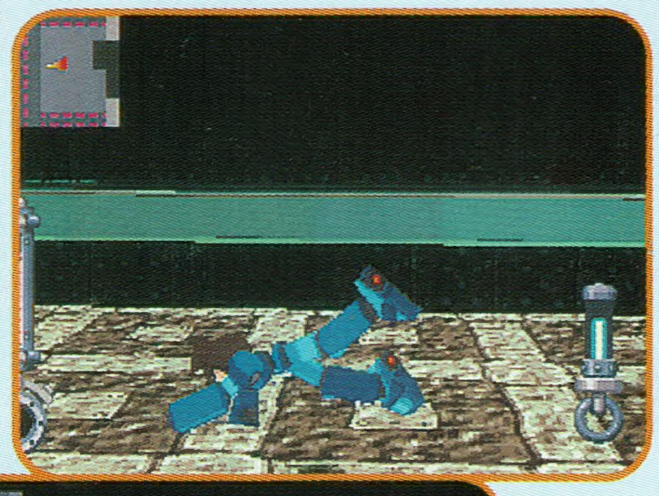
Enjoy a full 360° of movement, where the sky's the only limit. Seek out leads that will aid you on your adventure!

EXPLORATION

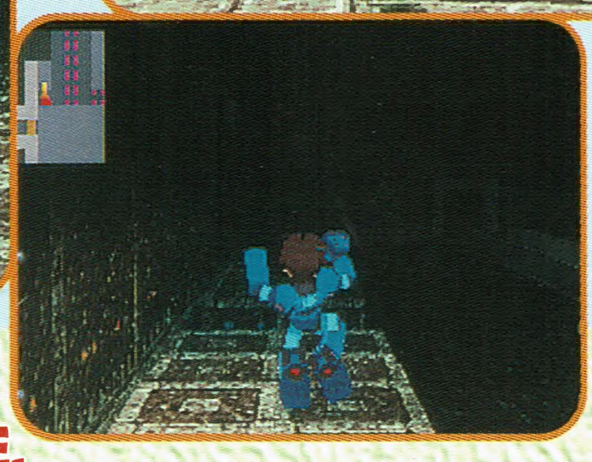
Seek Out Treasures, Slumbering Deep Within the Depths of Each Ruin!!

The setting of Rockman DASH, Kattelox, is rife with ancient ruins that conceal countless mysteries! As Rockman, infiltrate the ruins and uncover treasures that the world has never seen before!!

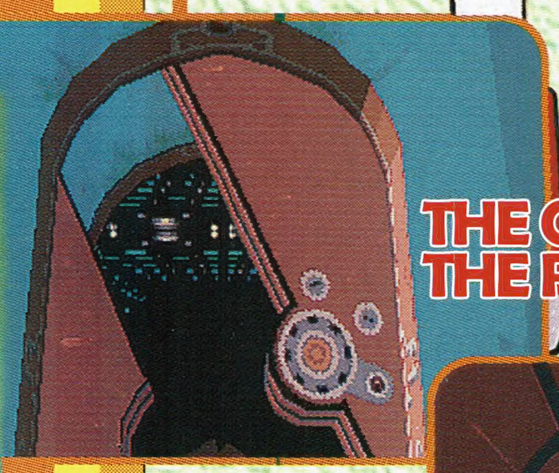
A well-timed cartwheel can dodge sudden, oncoming enemy attacks! Be sure to use it lots!!



Take on the Adventure With All Kinds of Moves!!



Deftly dodge enemies and their attacks with a jump.



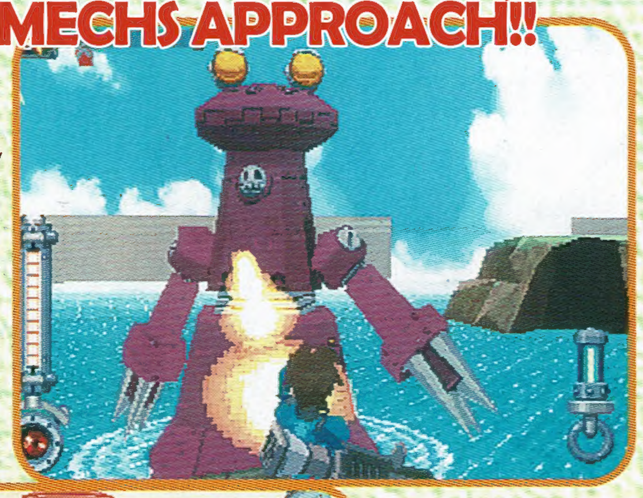
THE GATE INTO THE RUINS OPENS!

The gate opens, revealing the way into a mysterious, unexplored ruin!!

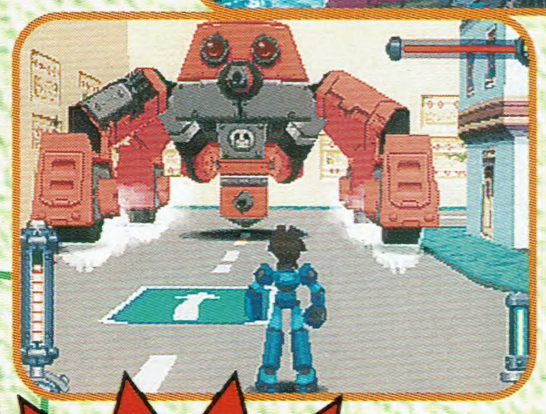
Resting deep within various ruins are Deflectors, remnants of an ancient civilization. They've come to be used as both money and an energy source.

With the Rock Buster on your left arm, blast away any bad guys in your way!

WHETHER LAND OR LAKE, GIANT MECHS APPROACH!!



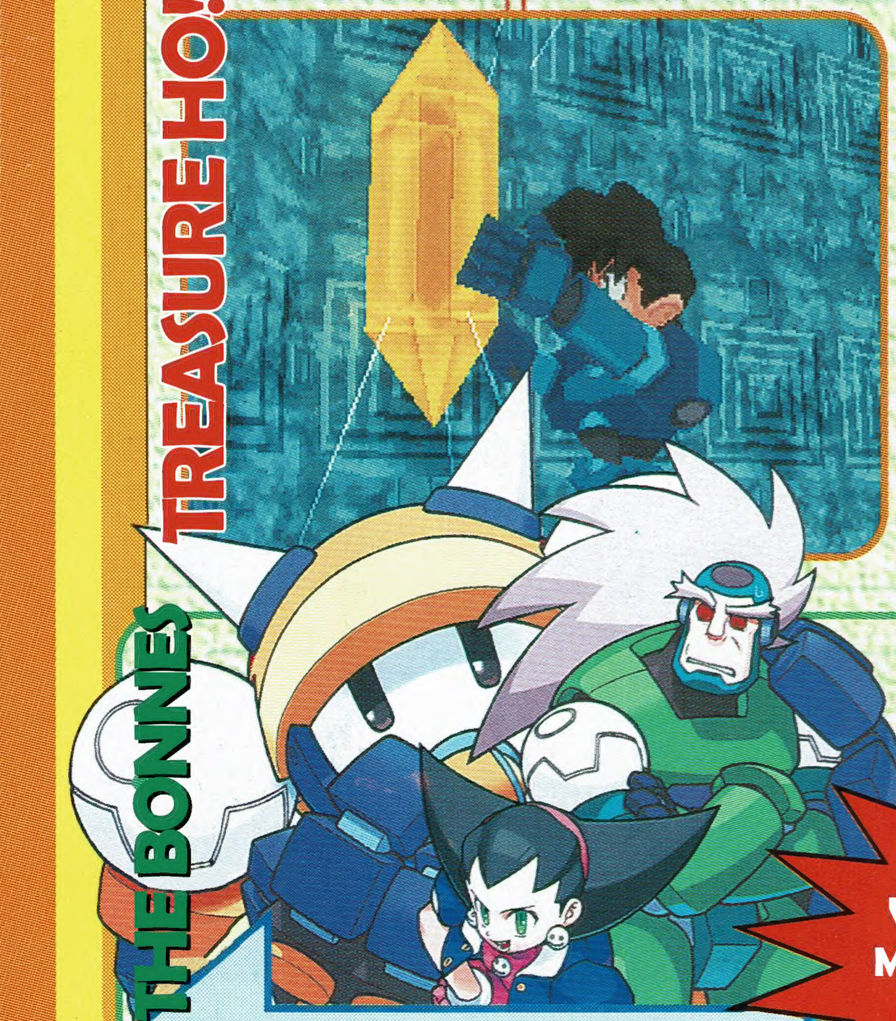
It's a giant mech made by those air pirates, the Bonnes!! They keep coming one after another to attack Rockman.



BATTLE

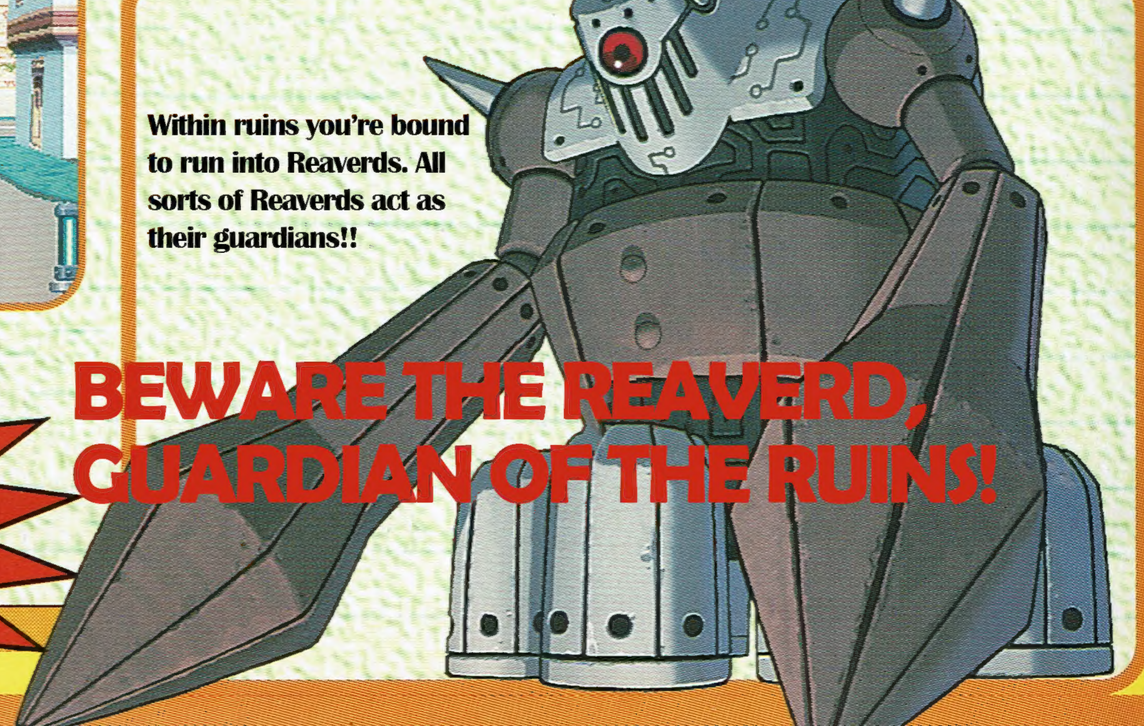
Air Pirates and Formidable Rivals: Take On the Bonnes' Mechanical Fleet!!

Digouting for treasure isn't so simple! Inside ruins exist mysterious beings known as Reaverds, which will attack Rockman. What's more, Rockman faces competition from air pirates gunning for the same treasure!!



TREASURE HO!!

THE BONNES



Within ruins you're bound to run into Reaverds. All sorts of Reaverds act as their guardians!!

BEWARE THE REAVERD, GUARDIAN OF THE RUINS!

WE'LL SHOW YOU THE MIGHT OF THE BONNES, JUST YOU WATCH!

OKAY! ONWARDS TO ADVENTURE!!

In Search of the Great Legacy

It is a world of endless blue skies and azure seas.
In the midst of the great ocean, tiny islands are scattered along
like skipping stones on which humanity lives,
not with riches, but in peace and happiness...

In order to sustain this livelihood,
people who work as Digouters dive into the ruins of an
ancient civilization deep beneath the seas and lands,
in search of energy and vital resources.

To claim it is thanks to them that
humanity can live modestly is no exaggeration...
but, where Digouts were once
a means to make a decent living,
at some point a legend began being whispered amongst them
that would lead to a new motivation.

The Legend of The Great Legacy

It was said that if this Great Legacy
were to be obtained, mankind would never again
need to worry about energy shortages.

And so, to find this Great Legacy,
the majority of Digouters took flight in airships
and began to journey from island to island,
adventuring for the Legacy sleeping in the ruins below.

A bountiful humanity...
Unimaginable wealth...
Lust for power...

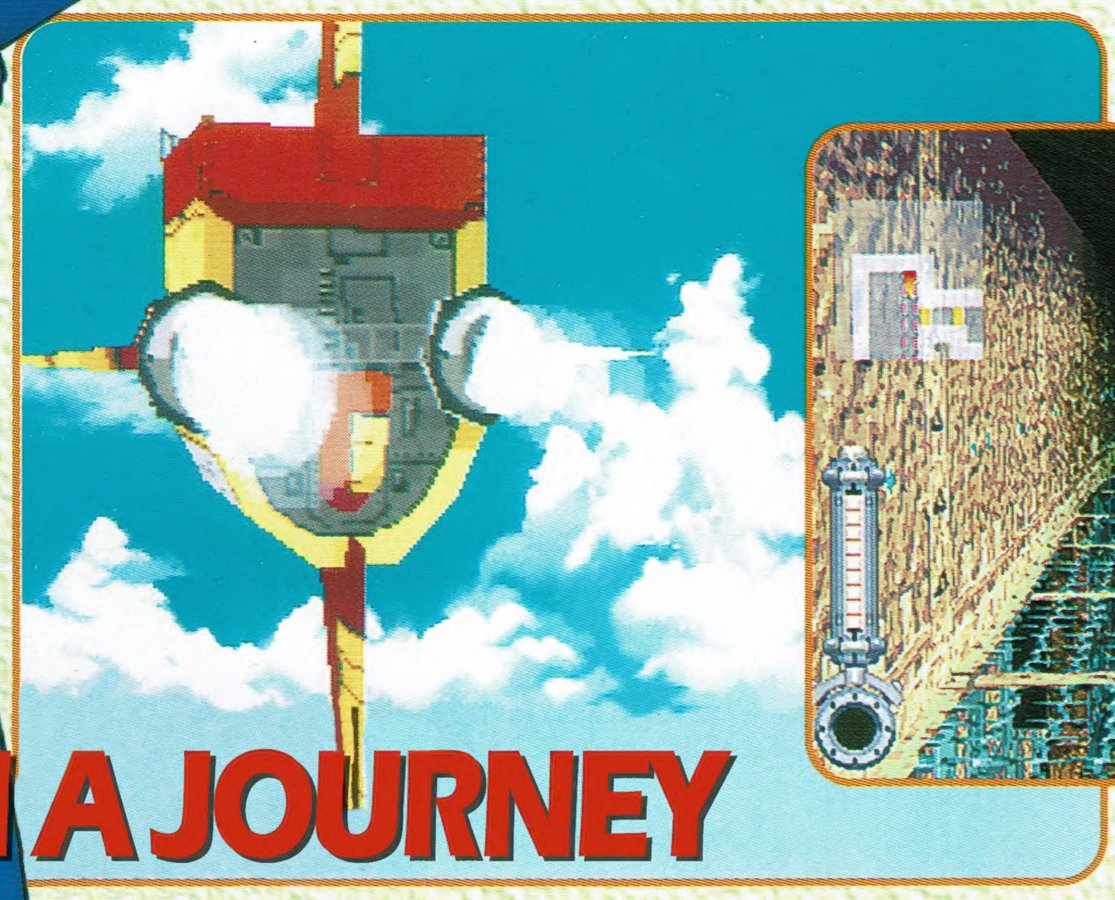
All manner of reasons draw them to
traverse the skies with their airships.
This is a story of that age.

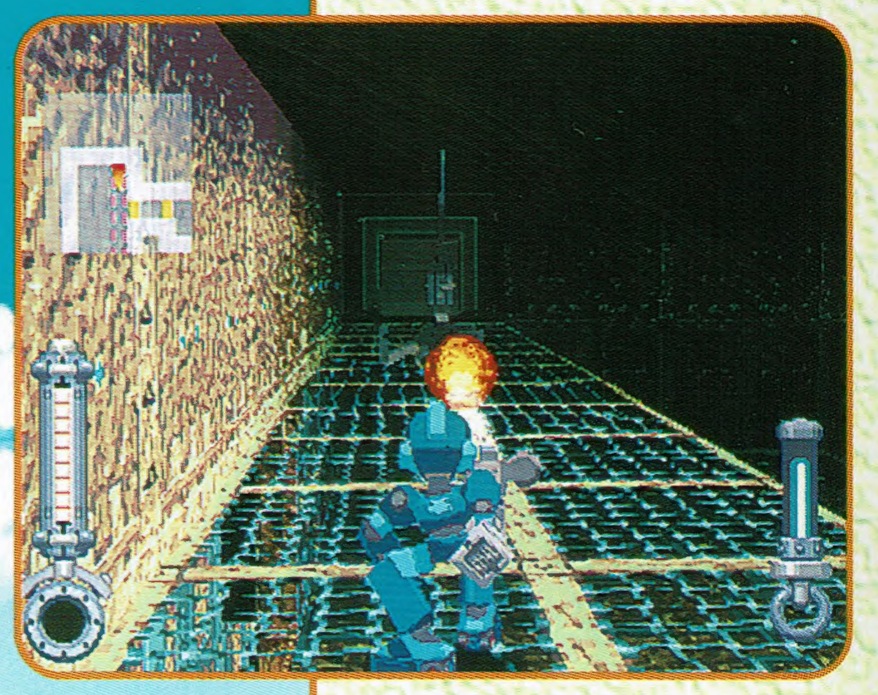
~ Taken from the opening ~

THE ADVENTURE OF ROCK
THE BLOOD OF THE ADVENTURER STIRS
AND HIS FRIENDS BEGINS

Before the adventure, we'll introduce you to our world!!

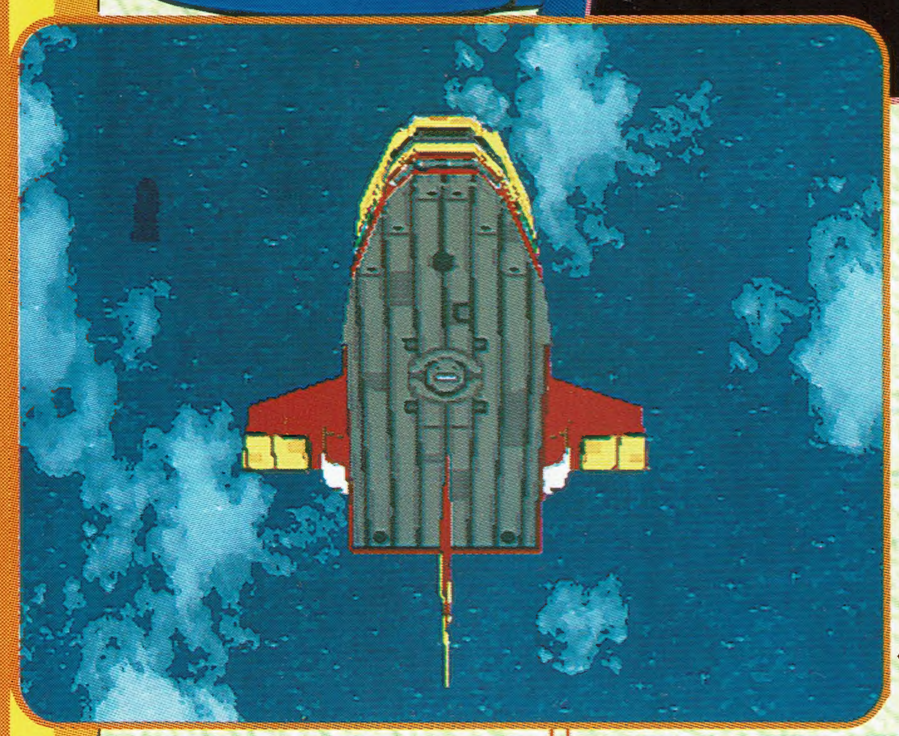
The world Rock and his pals inhabit is mostly covered by oceans and seas, and people travel place to place soaring through the skies in vessels called flying ships. Their way of life is supported by the legacies left behind by an ancient civilization.





SET OUT ON A JOURNEY
TO EXPLORE THE RUINS!!

We depend on the ruins for our livelihood.



The Earth of the Rockman DASH World

Continents Are All but Nonexistent, and People Live on Small Islands.

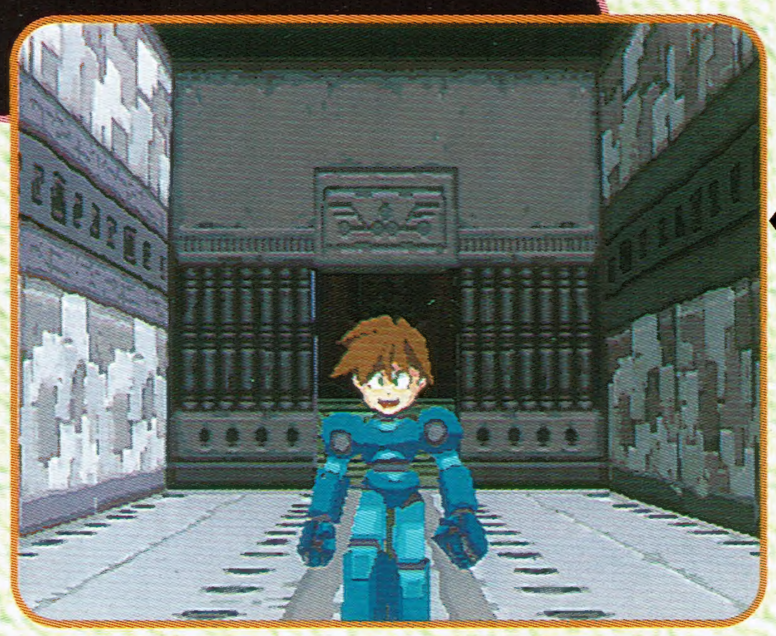
The world Rock and the others live on is dotted only with small islands, and continents as we know them don't exist. In times long past, there was an era of highly advanced civilization, where it's said a Great War occurred. Perhaps this is how the ground sank under the sea level.

It isn't just Rock and his group that journey across the seas. In their world, everyone travels by flying ship!

Tale of the Great Legacy

What Every Adventurer Seeks. What Is This Legendary Treasure?

The adventurers called Digouters all hunt for this mysterious prize. Tradition tells that it is something that will make energy shortages a thing of the past, and so many believe that the treasure itself must be some sort of giant energy source.

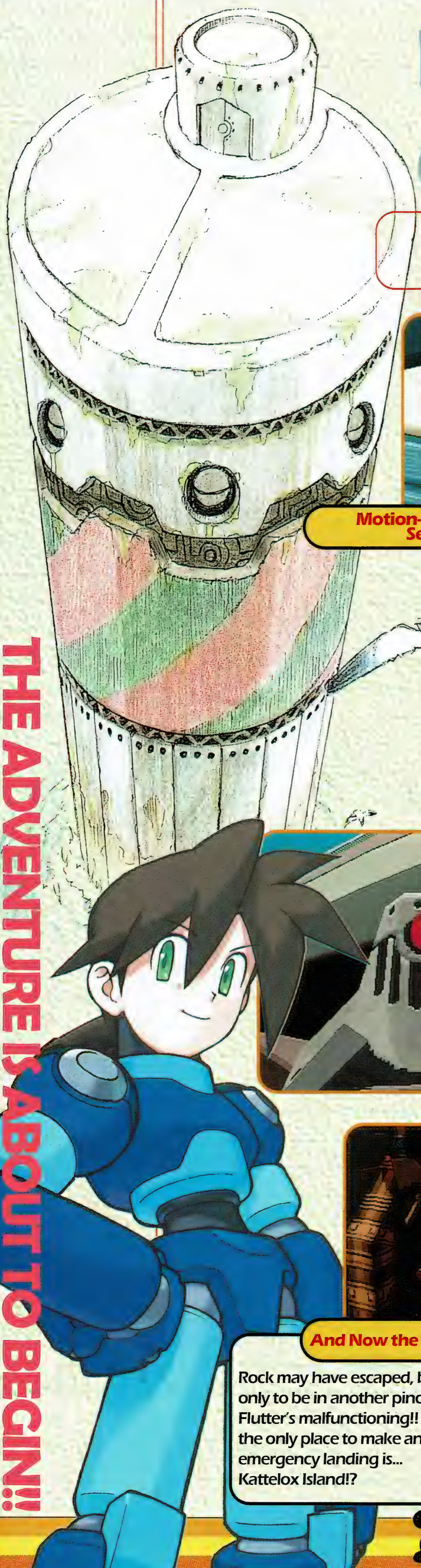


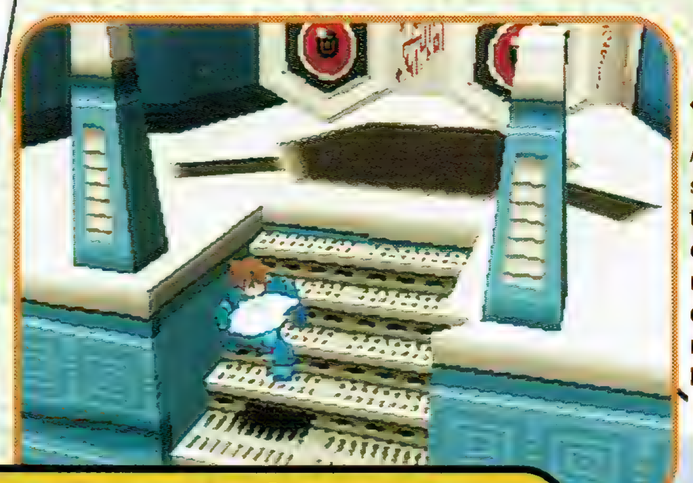
Adventurers seek out treasure, and that's how they make their money. The ruins are indispensable to their lives!

FIRST TARGET: OCEAN TOWER

FEATURING THE OCEAN TOWER. ROCK'S ADVENTURE BEGINS INSIDE MASSIVE RUINS FLOATING IN THE OCEAN!!

Soar the skies aboard the Flutter! The first destination is the Ocean Tower, floating in the sea!! Rock and Co.'s adventures are about to begin!!

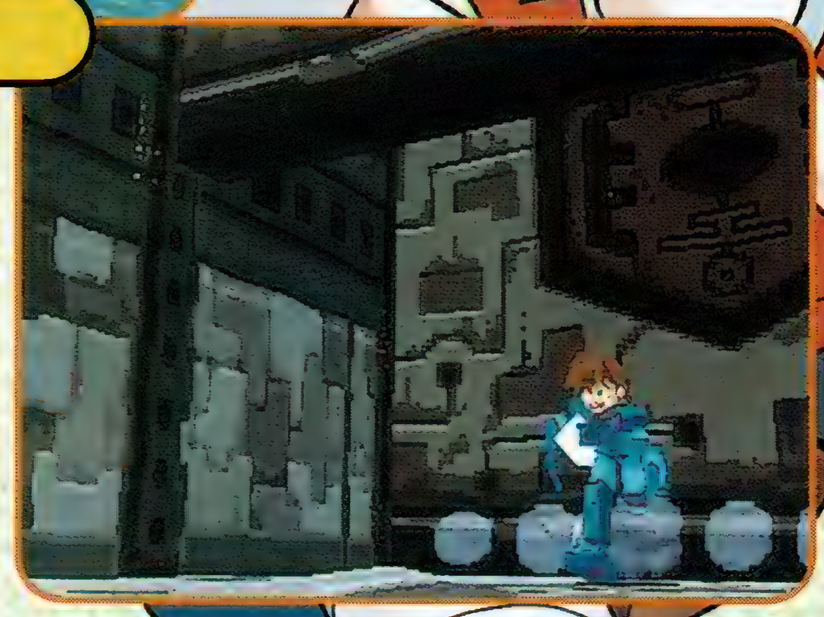




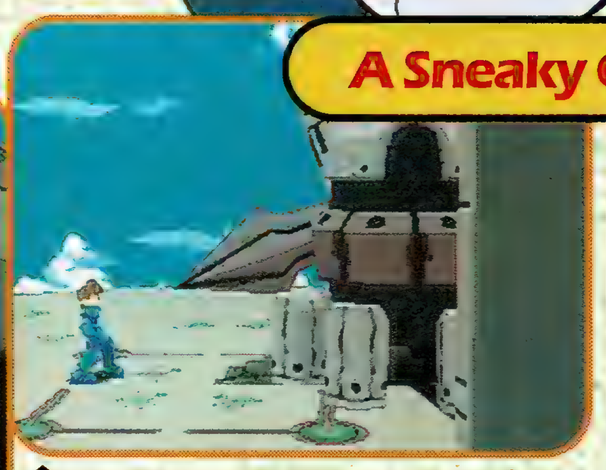
Adventurers seek after treasure in exchange for money. They depend on these ruins to earn their living.

Motion-Based Anti-Intruder Security System

Rock snagged the treasure shortly after entering the ruins!! However, he is greeted by the ruins' security system!! He better hurry and get out of there.

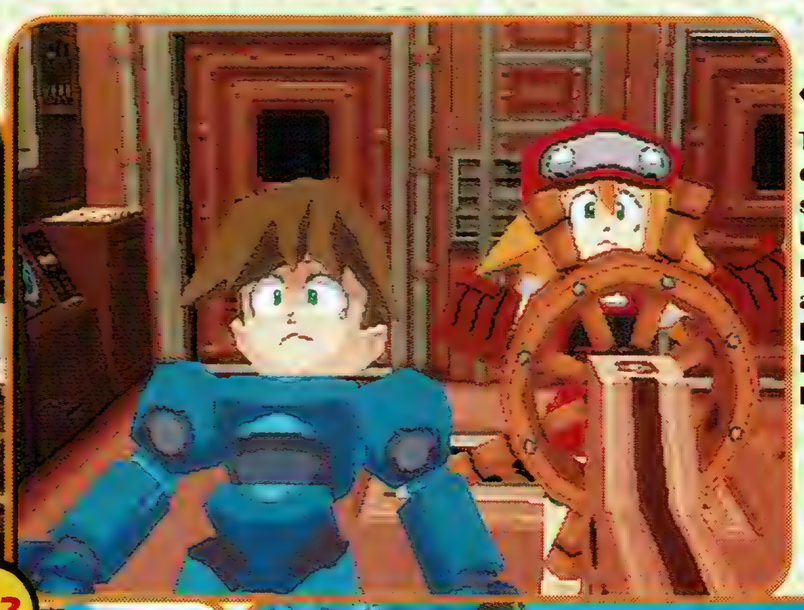


A Sneaky Giant Reaverd



A massive Reaverd has emerged during Rock's escape. Even with a missing arm, its destructive strength is not to be underestimated!!

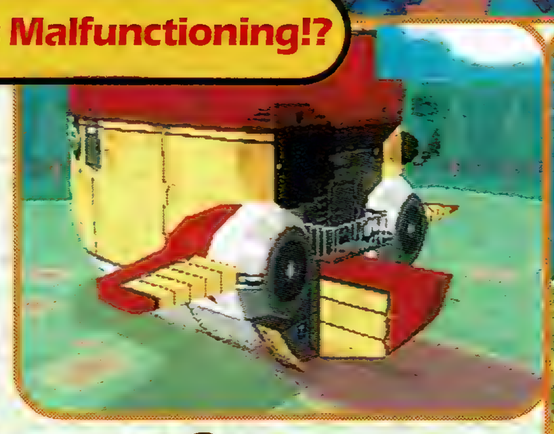
You'll be greeted by a one-armed Reaverd in the room right before the exit!! You've got no choice but to take it down!! It may be falling apart, but don't get careless!!



The engine's smoking up! Prepare for a crash landing on KTOX Island!!

And Now the Flutter's Malfunctioning!?

Rock may have escaped, but only to be in another pinch!! The Flutter's malfunctioning!! And the only place to make an emergency landing is... Kattelox Island!?



THE ADVENTURE IS ABOUT TO BEGIN!!!

ROCK AND FRIENDS

Just what sort of folks are Rock and Co.? Before character designs were finalized, what ideas were exchanged? Find out all about Rock and his friends!!

Now I'll introduce you to my trusted friends!!

The Boy Who Fears Nothing, Our Protagonist is Ready to Rock!!

Rock Volnutt

A young boy who lives to be a Digouter!! Pay attention to his change from "Rockman" to "Rock!!"

Leave the Mechanical Maintenance to the Girl Who Always Supports Rock!!

Roll Caskett

Rock's adorable partner is here to lend a hand! Check out her girly aspects, like how her clothing designs change.

You'll even see our conceptual designs!!

FULLY LOADED WITH INITIAL DRAFTS OF EACH CHARACTER BEFORE THEIR DESIGNS WERE SETTLED!!

GET READY TO MEET ROCK, THE HERO WITH COURAGE A HUNDREDFOLD, AND ALL OF HIS RELIABLE ALLIES!!

Oho!! So much useful info!!

Always Monkeying Around, It's Rock's Little Buddy!!

Data

Rock's little buddy!! It seems like he knows more than it'd appear. If you want to know more about Data, read on!!

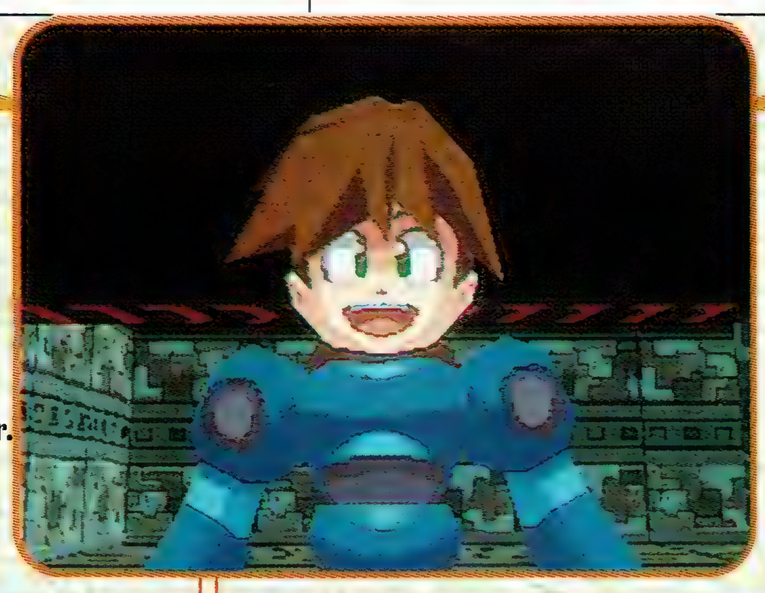
Ukii!!

An Adventuring Legend Who Advises Rock and Company

Barrel Caskett

Roll's grandpa. In the past he was an adventurer whose reputation preceded him. Just what stories could he tell us?

ROCK VOLNUTT



Rock enters the ruins, acting as main diver.

Rock is the main protagonist; a young man of around 14 years. He's been working as a Digouter exploring the ancient ruins for much of his life. As a baby, he was found by Barrel and raised in the Caskett household. However, the circumstances of Rock's birth may hold an unbelievable secret.

Composed Under Any Circumstances!! A High-Spirited Lad!!

Rock is This Kind of Boy!

Ardent

He Won't Go Easy on the Bad Guys!!

Rock is a hero with a fervid sense of justice.

He Presses on Through the Most Perilous of Dungeons!!

Courageous

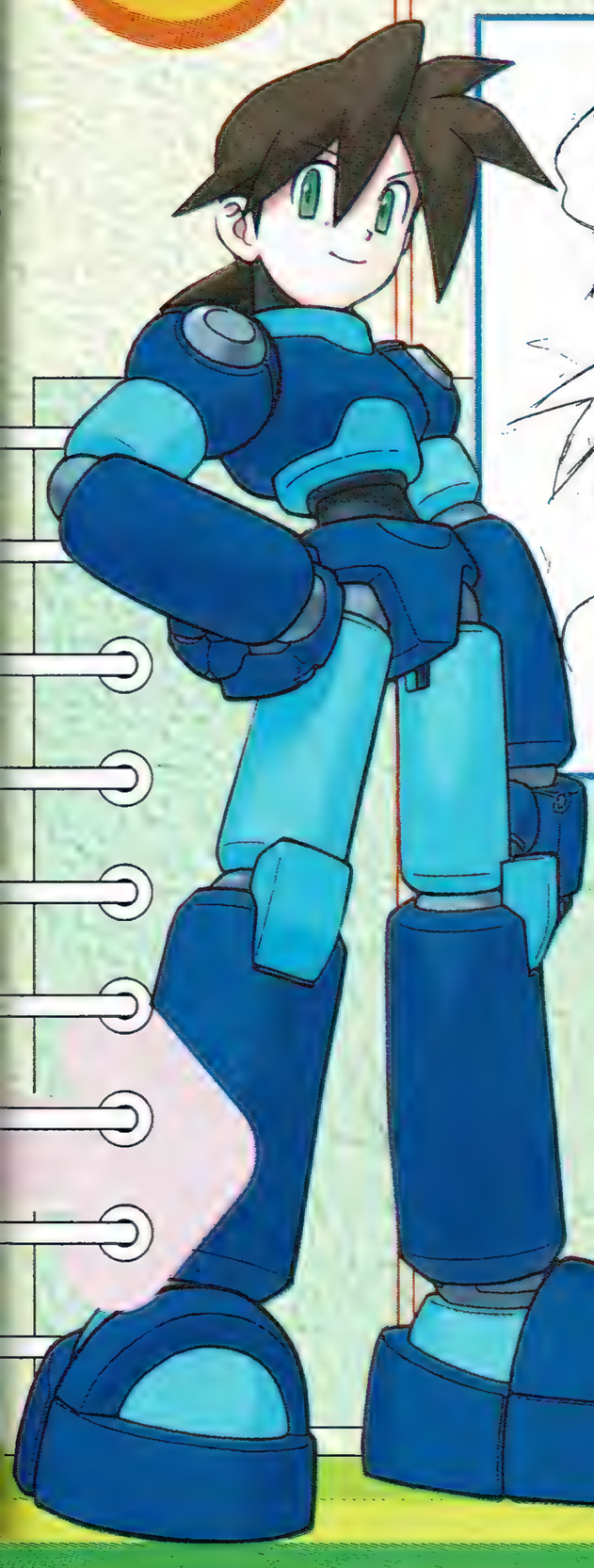
Dangerous dungeons don't deter his daunting demeanor.

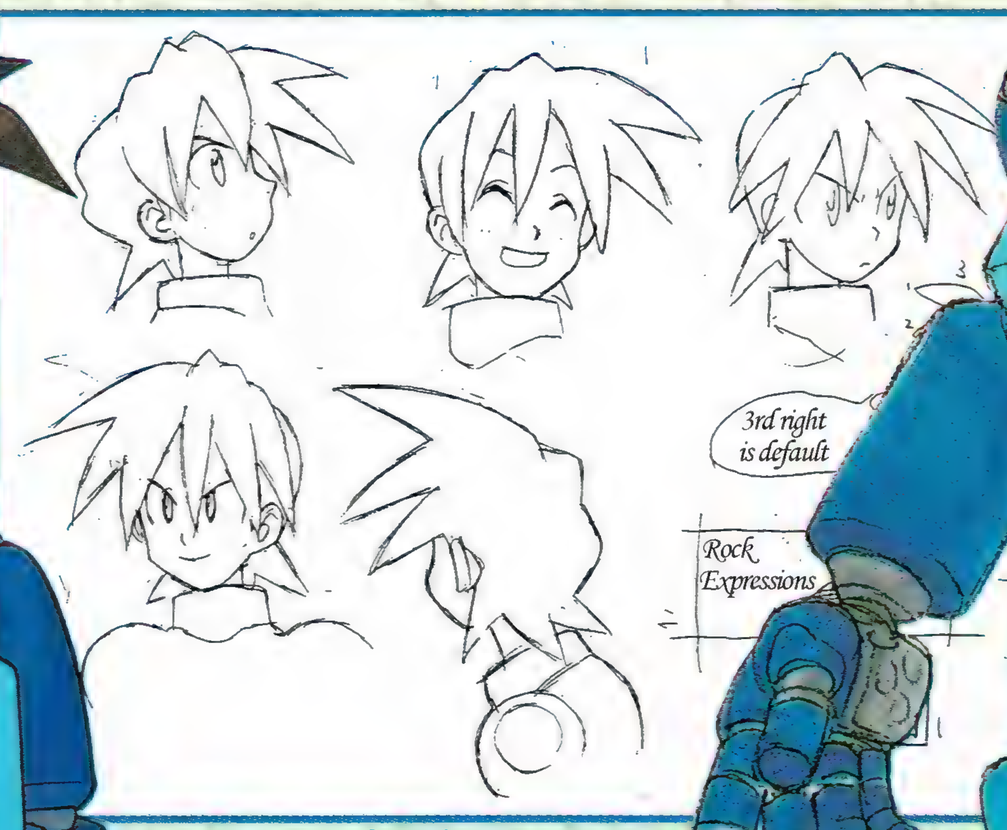
No matter how tough an enemy may appear, it's no match for Rock's bravery!!

Kind Hearted

Never one to abandon someone who's in trouble, Rock will always lend a helping hand.

Where There's a Damsel in Distress, He'll Gallantly Come to the Rescue!!





Rock is often referred to by people as the "blue boy" because of his trademark blue suit.

"I Will Search For Roll's Parents!!"

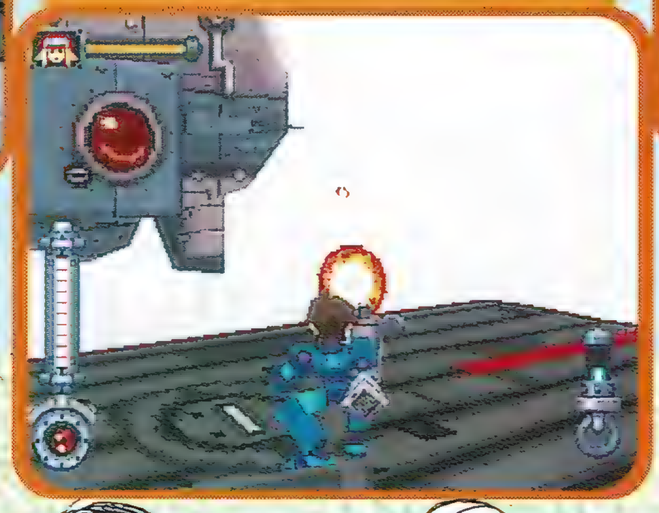
Rock's 3 Main Points

He's a Digouter Who Explores the Ancient Ruins!

Resting in the ancient ruins are all sorts of treasures waiting to be discovered, and it's his important job to recover them! Risking his life is an everyday occurrence!

He Can Use Various Parts to Power Up!

Rock can use special weapon parts for even more power. They have different advantages like attack power and the distance range of fire.

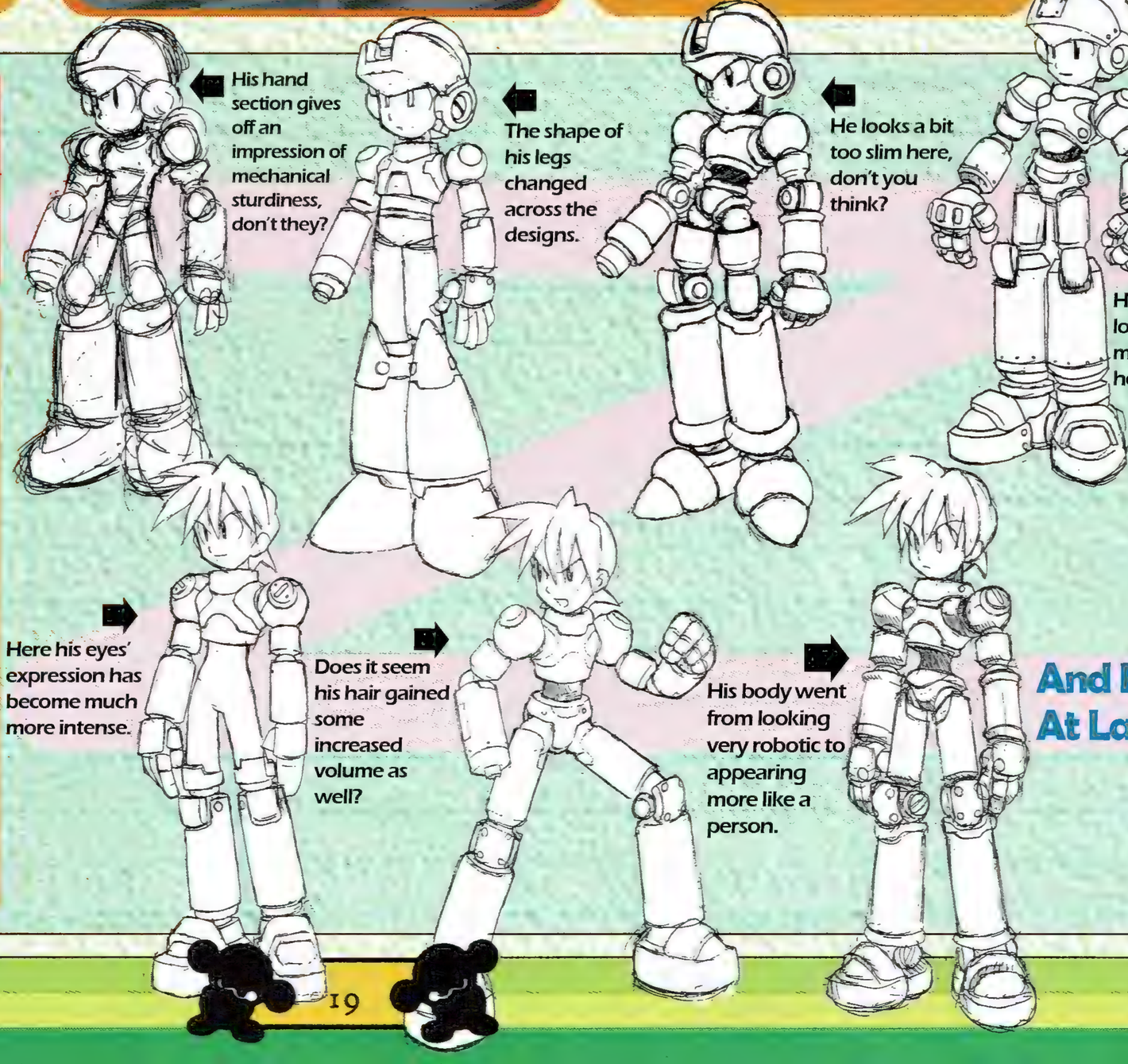


His Rock Buster Stamps Out Evil!!

Rock's main weapon is the Rock Buster on his left arm. With the familiar firing sound of his trusty weapon, he'll always trounce the bad guys!!

Freshly Revealed — The Road to Creating Rock!!

In addition to the Rock Buster on his left arm, Rock can also attach special weapons to his right arm.



ROLL CASKETT

When it comes to piloting, repairs, and all things mechanical, this girl puts adults to shame!

A 14 year old girl, and Rock's girlfriend that he's known since infancy. A genius at tinkering with machines, she is in charge of the piloting and maintenance for their flying ship, the Flutter. Moreover, she acts as an Operator for Rock, aiding him while he's traversing the underground ruins. Roll's grandfather is the legendary figure Barrel Casket.

A Child Prodigy for Anything and Everything Mechanical!!!
Rock's Trusty Partner!!

Roll is This Kind of Girl!

Roll always shows concern over Rock's safety! At times she behaves almost like a protective big sister.

Enthusiastic

She Just Can't Bear to Leave Broken Machines Lying Around!!

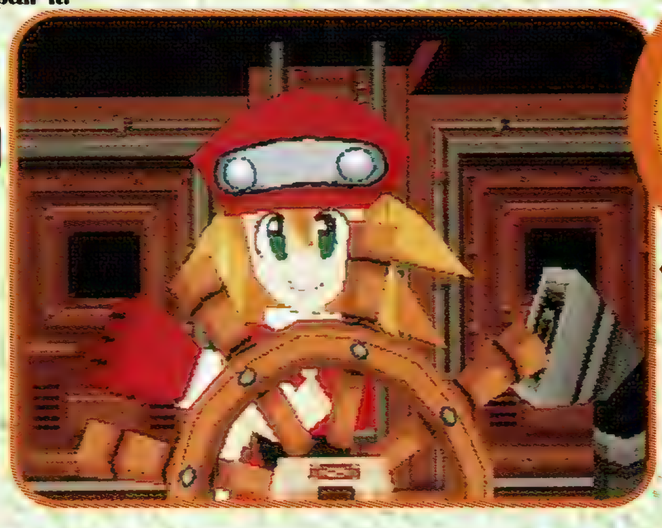
She loves machines as much as anyone, so they're very important to her. When she sees a broken machine, she can't help but to try and repair it.

Caring

She's Always Worried About Rock!!

Reliable

Her Mechanical Techniques are Incredibly Skillful!!

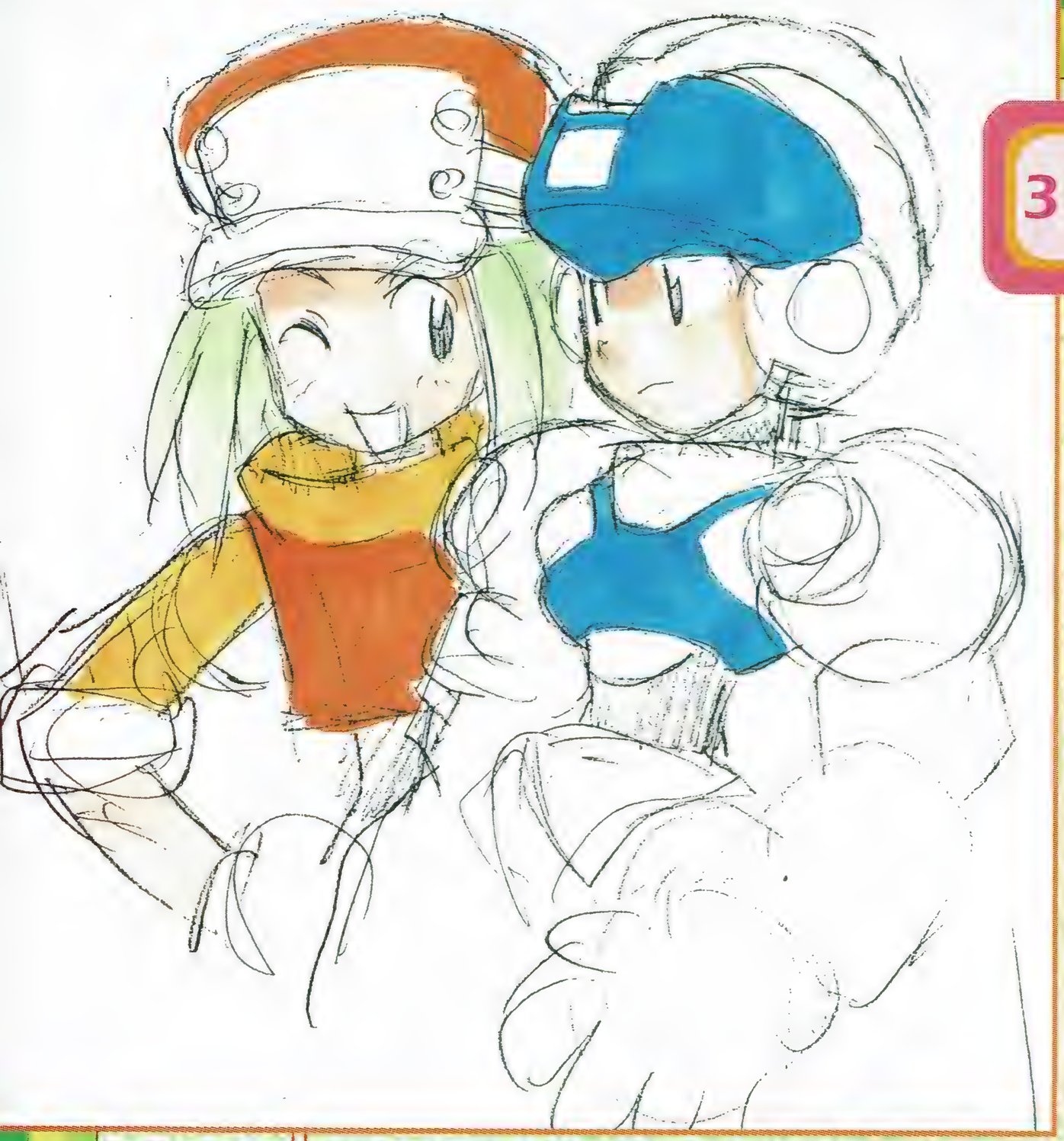


She always has a way with machines that won't be outdone. When you entrust her, you'll never have to worry about a thing.

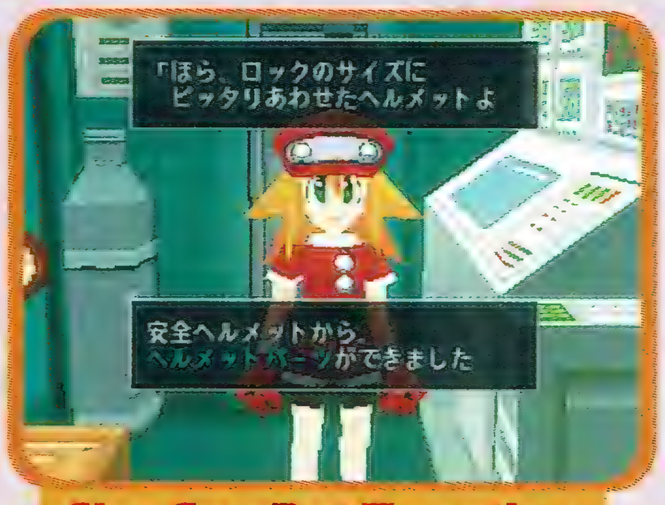
is not angry.

"Rock, Are You Alright? You Better Be Careful."

Adorable as ever, Roll's trademark is her hat and gloves. She wouldn't much be able to work with machines like she does without them, now would she?



3 Major Points About Roll

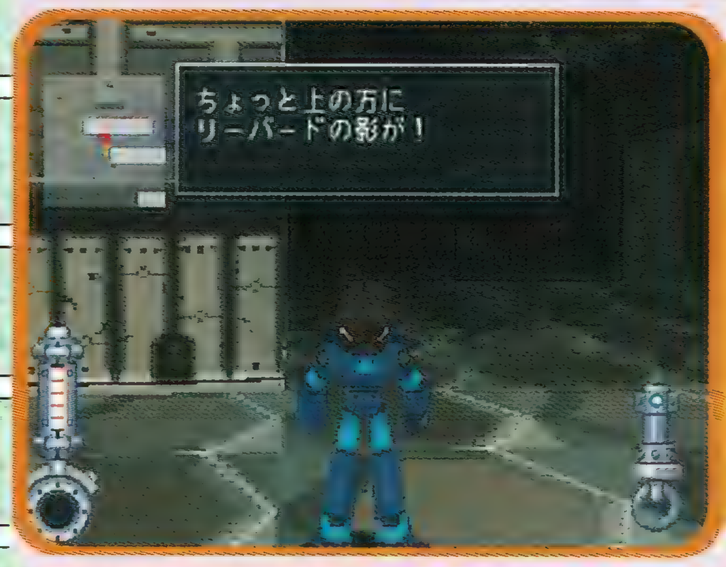


She Can Put Together Useful Parts From Broken Equipment!!

With her prodigious mechanical know-how, she can craft broken machines into excellent accessories. She can even invent parts!

She's Also Adept at Modifying Weapons!!

With her ingenious capabilities, she can do more than just build parts. She can also remodel weapons!



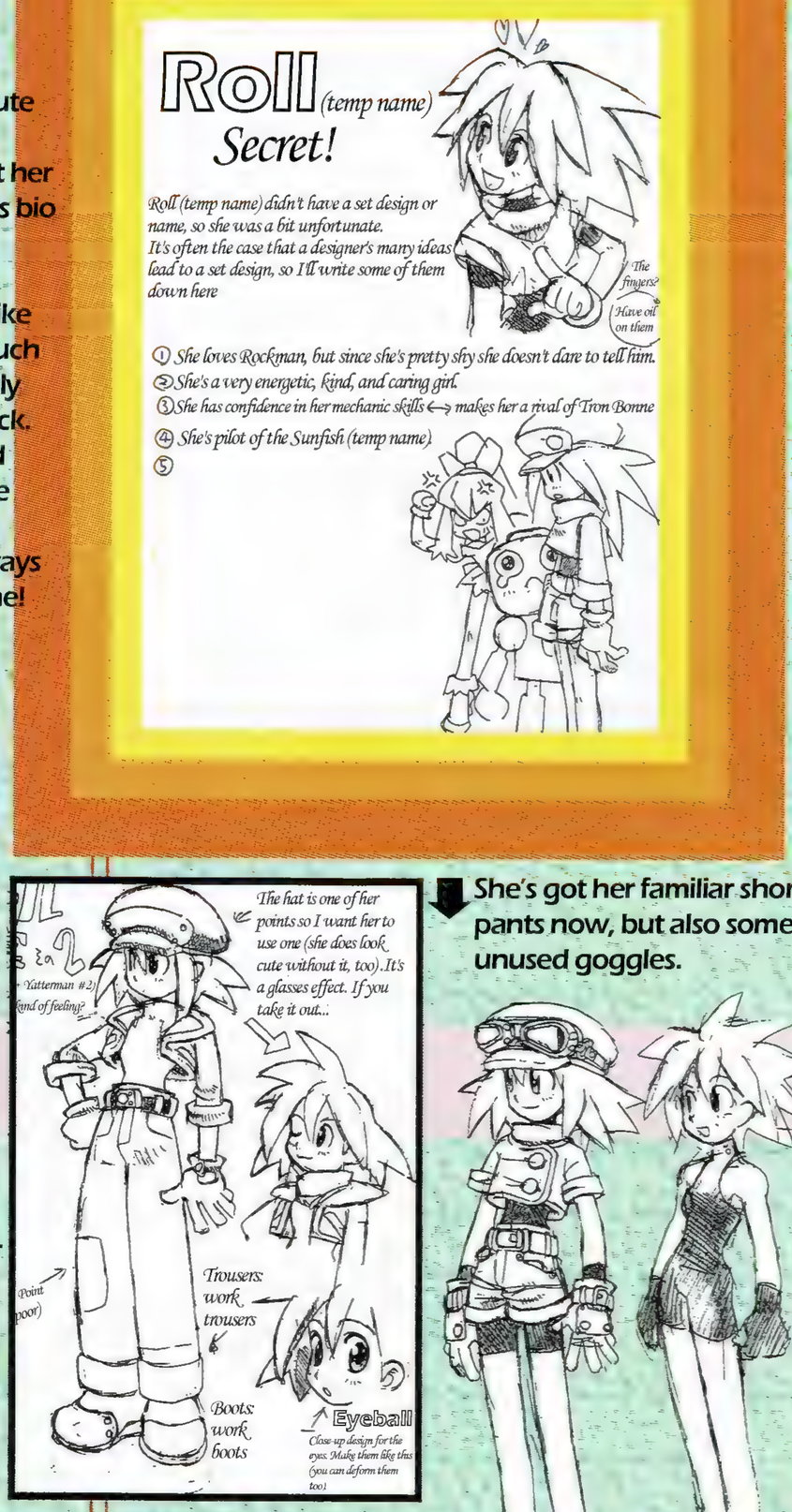
She Provides Rock With Wireless Support!!

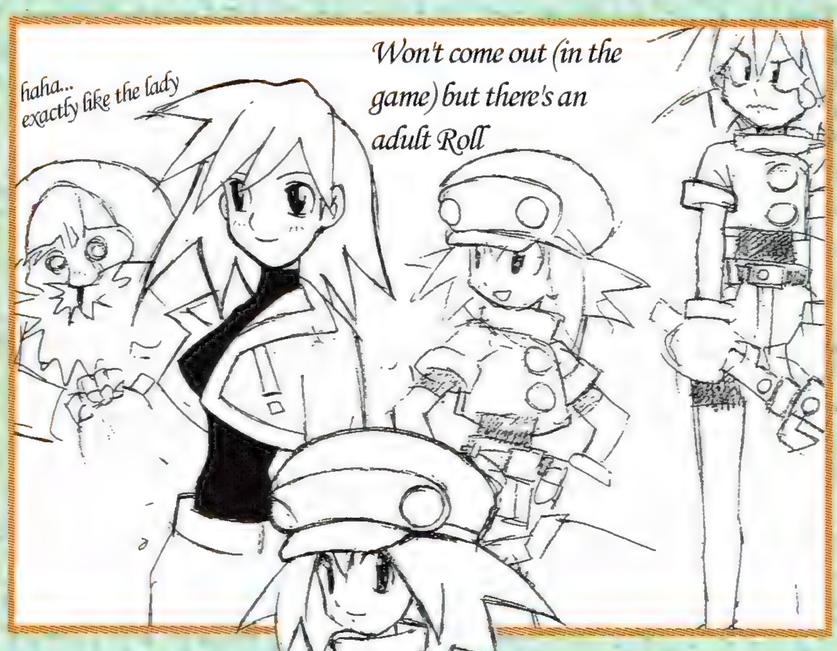
While Rock is exploring the ruins, she has the very important job of providing him with backup via radio.

Freshly Revealed

The Road to Creating Roll!!

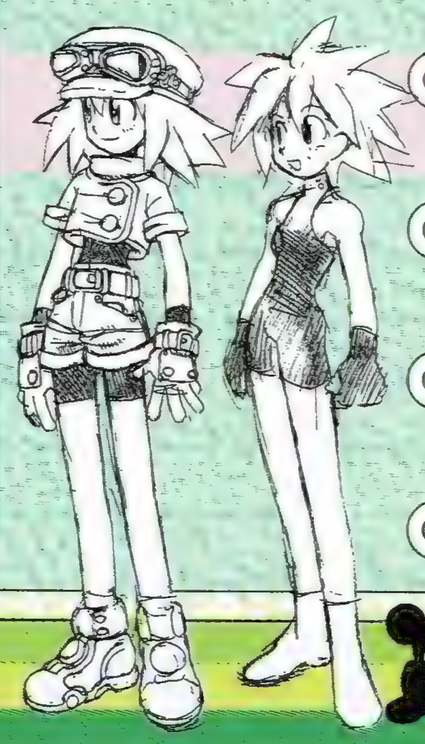
Roll is cute even without her hat! This bio notes various things like how much she really likes Rock. She and Tron are rivals in more ways than one!





They've also made a very grown-up version of Roll, but since she's only supposed to be 14, the current Roll is the most appropriate don't you think?

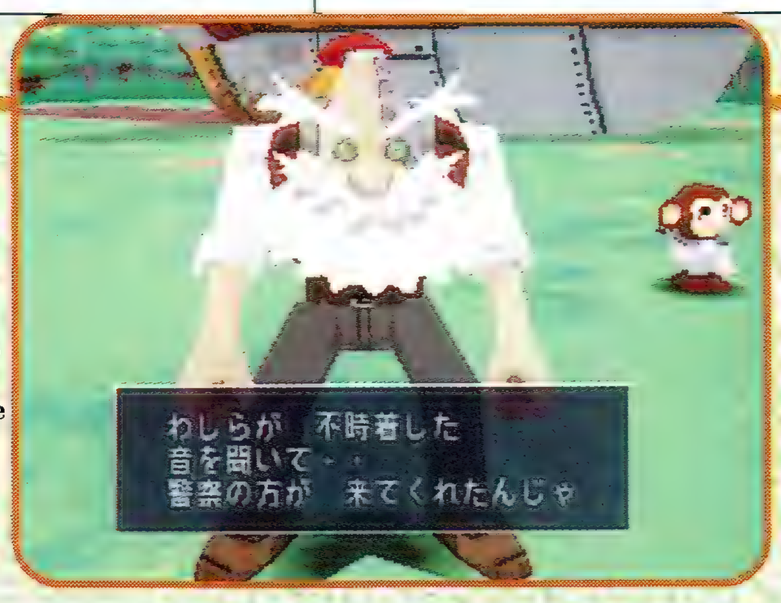
She's got her familiar short pants now, but also some unused goggles.



At this time, her jacket was still smaller, like a vest.

With the gloves, the hat, and the jacket, it all came together charmingly!

Roll Is Born!!



Barrel uses all his former adventuring experience to offer sage counsel.

Roll's grandfather. Now aged 65 years old, he was a special top-notch Digouter in his youth. Called "The Immortal" for his unrivaled exploits, Barrel now uses all his knowledge and experience to support Rock and Roll in various ways and provide them with useful advice. He seems particularly strong at archaeology.

Barrel is This Kind of Grandpa!

Rock and His Pals' Exploits Are Supported by the Original Go-Getter Adventurer!!

BARREL CASKET

A gallant adventurer in his glory days, grandpa Barrel is a dependable asset to the team.

He's a Grandpa Who Always Thinks Fondly of His Grandchild!

Warm Hearted

Freshly Revealed

The Road to Creating Barrell!!

Wearing that white lab coat, he certainly looks the part of a professor. Looks like he's had some kind of surgical operation on his head, from some old injury perhaps?

"Sorry to Give You a Scare Like That!"

His back is really curved. And with those big gloves, he looks a bit scary.

Here, he's still leaning on a cane. And who's that young lady next to him, an assistant perhaps?

And to Barrel At Last!

Dropping the cane made him appear younger and more able-bodied.

He seems like a carefree little fellow, but he does more than just dance. He's actually quite useful!

Ever since the time they were found by Barrel, Data has always been by Rock's side. This mysterious little male (we think?) monkey's real identity is unknown. He speaks only in monkey sounds like "Ukiki!" but somehow Rock alone is able to understand him. His creation and age are completely unknown, yet could it be that he knows something about Rock's past he's not telling?

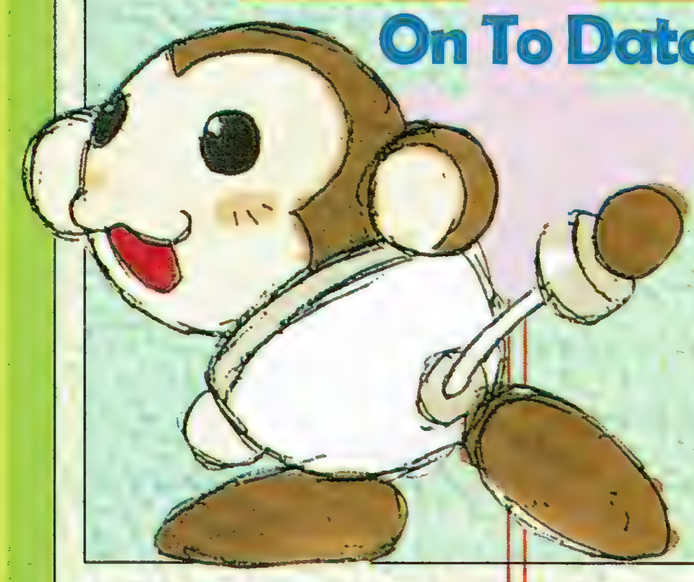
Rock's Supporter Who Sticks to Him Like a Shadow.
He May Be Small, But He's Thoroughly Reliable!!

DATA

Freshly Revealed The Road to Creating Data!!

Even with a shocked face he's totally cute! In the Caskett household, he's well-recognized and adored. ♥

On To Data!!



A monkey whose true nature is unknown. His adorable appearance doesn't seem to have changed much from the start.

"Come See Me If You Want to Recharge or Save ~ "

Barrel's Best Point

He's a Super-famous Celebrity Adventurer!!

Barrel was such a renowned Digouter, even the mayor Amelia was once his assistant!

He's Old Friends With Mayor Amelia!?

So he was late returning because he was talking to the Mayor Amelia for so long? It seems the Mayor was an old acquaintance of his in the past.

Data is This Kind of Monkey!

Ukii

He's Always Ready With Some Good Advice!!

Whenever you see Data, he's usually got something interesting to tell! He can teach Rock all sorts of things.

When in Doubt, Listen to Data!!

What's that? You're not sure where to go? At times like these, it's best to ask Data what to do!

Data's Coolest Feature

A LINEAGE OF ADVENTURERS

THE CASKETT FAMILY REPORT

Why do Rock and his companions seek out the Great Legacy? Why do they continue to make their living as Digouters? With this tell-all made just for you, we'll be prying into the private matters relating to the Caskett family!! By reading it, you may just light a fire in your own adventurous heart of steel!

The Caskett Household Family Tree

The Grandfather **Barrel Caskett**

An Adventurer Who's Been Called a Legendary Digouter.

Having managed to slip through countless perilous ruins, he's earned the reputation of a legendary Digouter. He's come out of retirement for the sake of Roll.

The Flutter is the trusty airship used by Barrel back in his adventuring days, its distinctive fuselage attests to its historic lineage.

Parent Of

Father and Mother **The Caskett Couple**

Embarked on a Quest for the Great Legacy

Growing up idolizing his famous father, Barrel's son followed in his footsteps and also became a Digouter. This married digging duo went out in search of the Great Legacy and disappeared.

Parents Of

Childhood Friend **Rock Volnutt**

A Foundling Taken in by Barrel

Found abandoned in the ruins by Barrel when he was just a small child, Rock has grown into a courageous Digouter.

Friend (?) Of

Daughter **Roll Caskett**

She Seeks the Great Legacy in Order to Find Her Lost Parents!!

She has grown into a gifted mechanic with an impressive affinity for machines. She supports Rock as he traverses the ancient ruins.

A Pet (?)

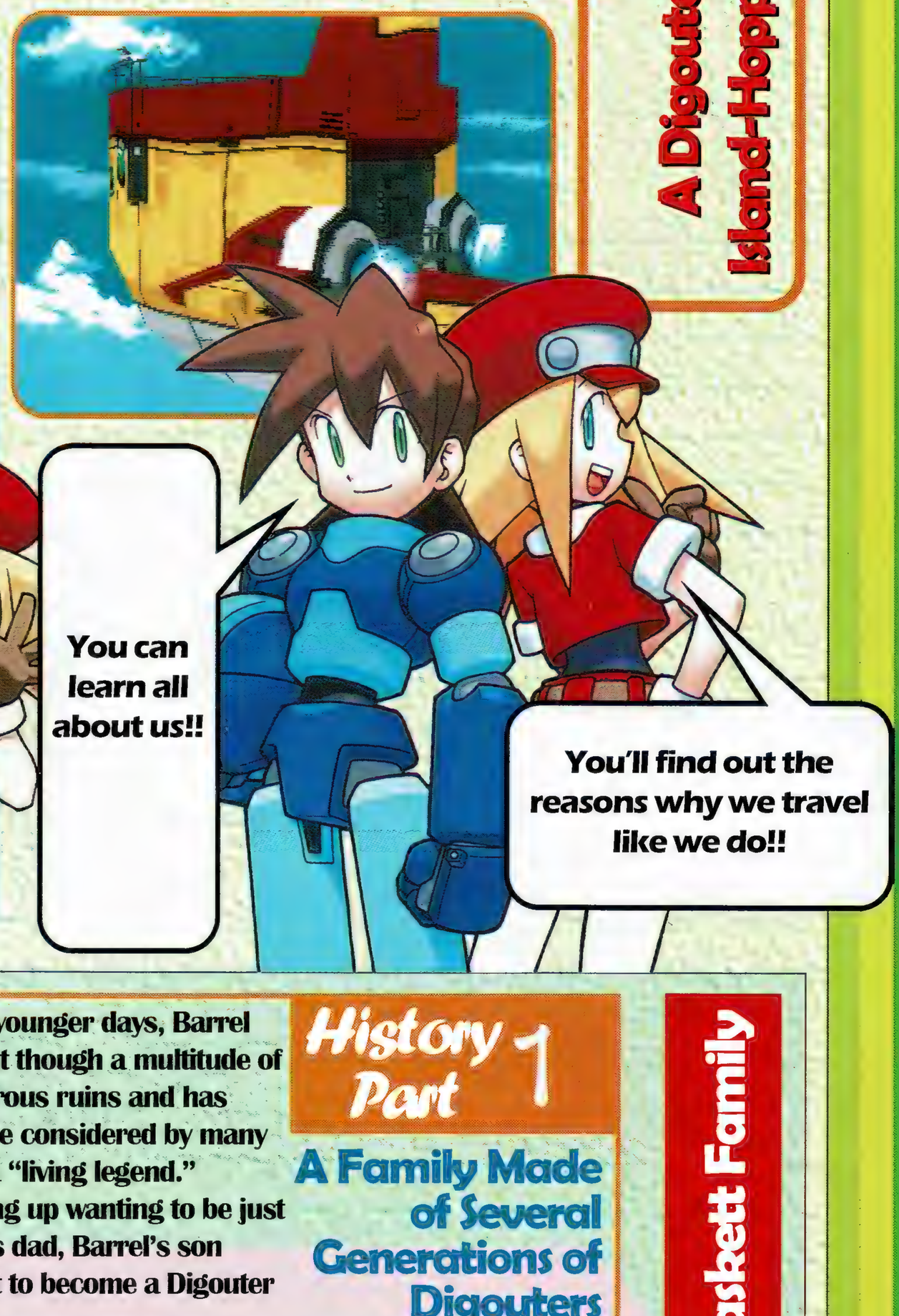
Data

This mysterious monkey was found at Rock's side and also taken in by Barrel. Seems he's a real fan of the ladies!!

A Monkey Robot Found Alongside Rock.

Rock and his companions live out their lives traveling from island to island! Their goal is to discover the Great Legacy treasure! But they aren't seeking the treasure to get rich. Their true objective is to discover the whereabouts of the Caskett couple who went missing while searching for the Legacy.

A Digouter's Life, Full of Island-Hopping Adventures!!



History Part 1

A Family Made of Several Generations of Digouters

In his younger days, Barrel made it though a multitude of dangerous ruins and has become considered by many to be a "living legend." Growing up wanting to be just like his dad, Barrel's son sought to become a Digouter too.

Right in the middle of the ruins, and not a single Reaverd attacked him — how can it be!?

History Part 2

While investigating a ruin, Barrel made an unbelievable discovery. There was a healthy boisterous baby, completely unharmed by the Reaverds.

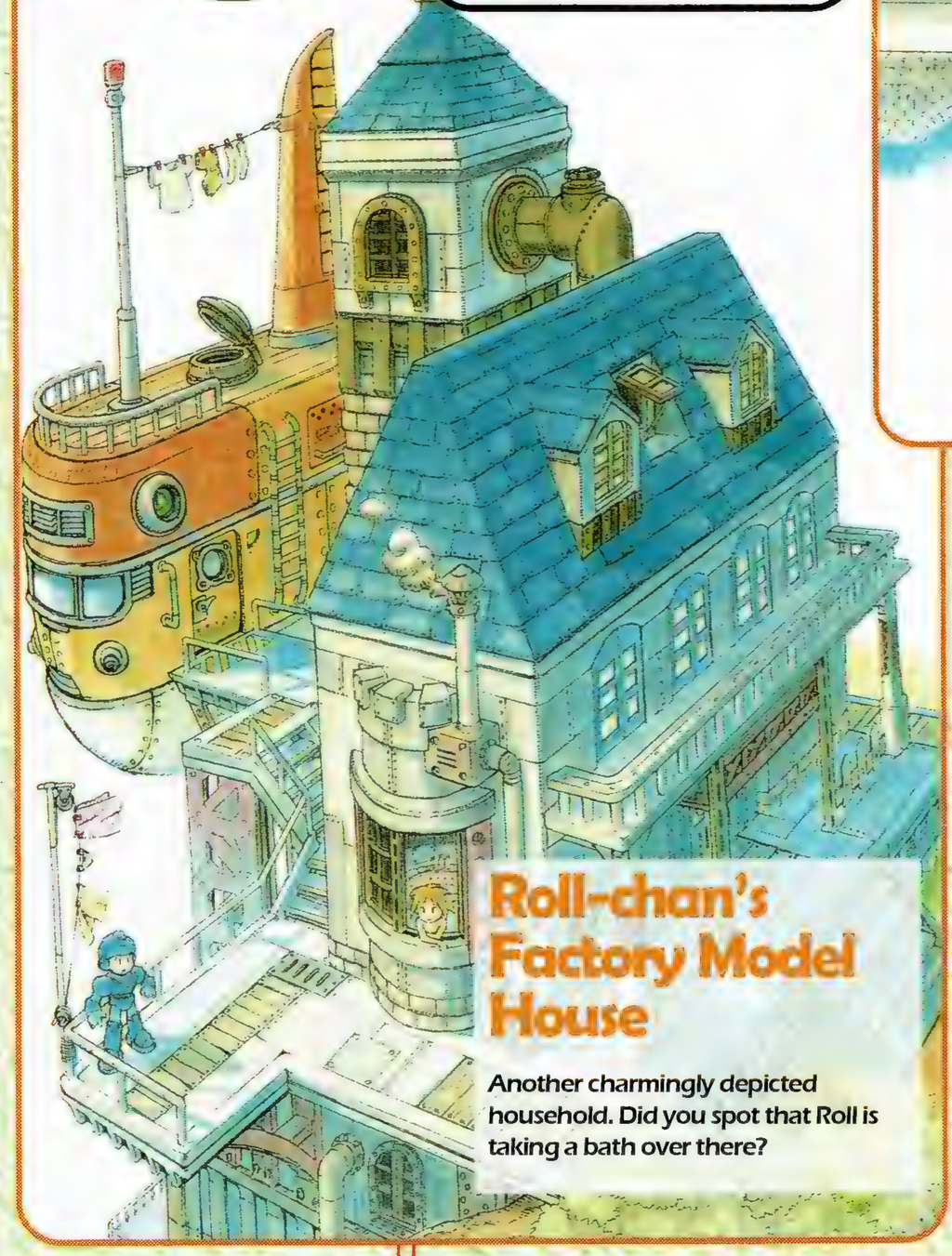
Barrel Comes Across Rock in the Middle of a Dig!

Chronicles of the Caskett Family

Rock's House That Exists Only in These Production Drawings!

In the early planning stages, Roll and Rock were going to live in a house! Presently Rock and crew live pretty much entirely on the Flutter, but aren't these concept homes fantastic!?

Uki~!! I'd love to live in a house like these!!

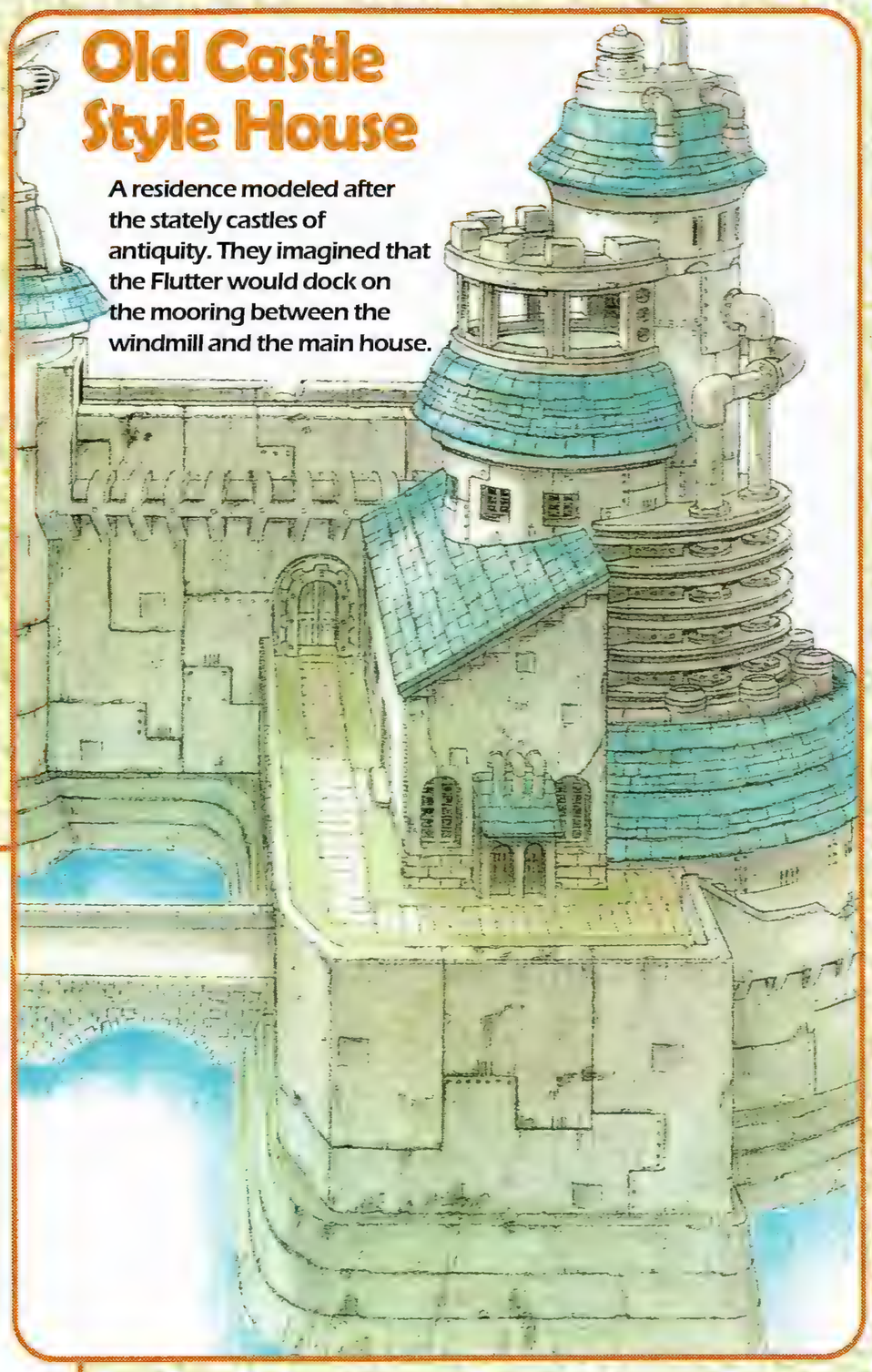


Roll-chan's Factory Model House

Another charmingly depicted household. Did you spot that Roll is taking a bath over there?

Old Castle Style House

A residence modeled after the stately castles of antiquity. They imagined that the Flutter would dock on the mooring between the windmill and the main house.



A SURPRISING REVEAL!!

A NEVER BEFORE SEEN LOOK AT ROCK'S FAMILY HOME

In The Game, The Flutter Is Their House!!

Make sure you explore the interior of the Flutter as well! Perhaps you'll make a few interesting new discoveries there.

Even The Interior Was Completely Designed!!

Rock's livelihood is completely tied to it, so the Flutter is really what he calls home. All their rooms are on board, and there's even a living room to explore. But that's not all, it seems they drew up even more rooms in the production materials! See page 72 to check it out.

Wherever the Great Legacy Is, Roll's Parents Must Be Nearby!

READY FOR TAKEOFF!

You're right, Rock!!

History Part 4

Chasing Rumors of the Great Legacy, They Set Out on a Journey to Find the Parents!

Barrell named the baby he found Rock, and raised him alongside his granddaughter Roll. In hopes of tracking down clues on her missing parents, they embarked on their own quest after the Great Legacy!!

Roll, we should go looking for the Mister and Missus!

History Part 3

The Caskett Couple Disappears While Out Seeking the Great Legacy!

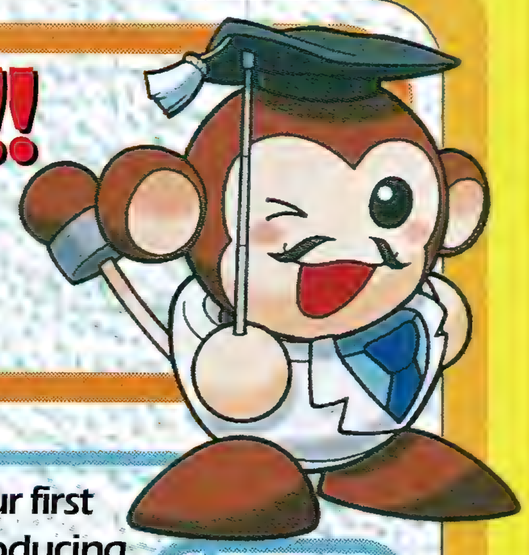
Barrell's son grew up and got married, and Barrell's granddaugher Roll was born. Not long after that the couple went out on a journey in search of the Great Legacy, but now their whereabouts are completely unknown.

Any time you're on a Digout in the ruins, danger is always lurking closeby.

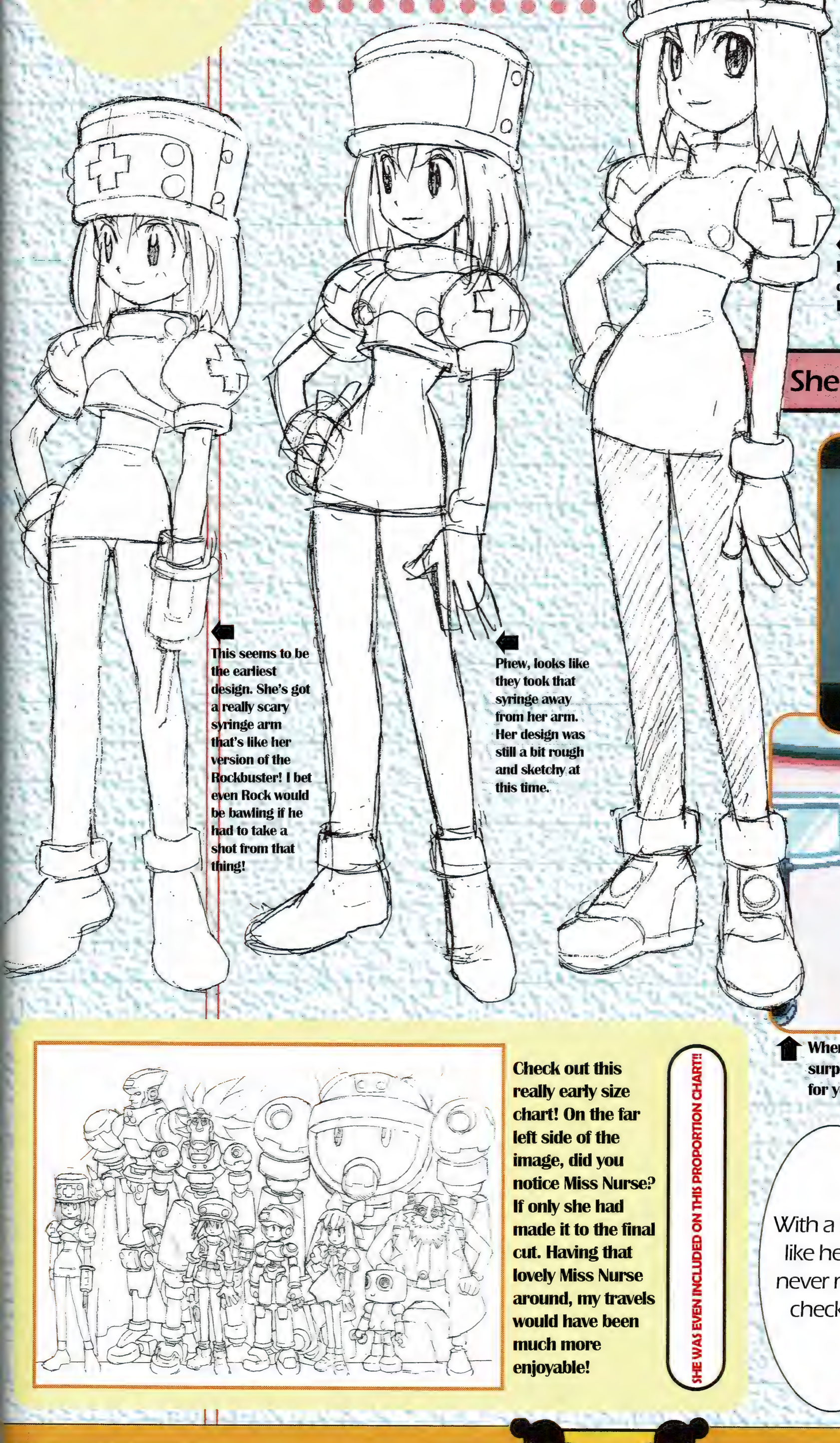
Prof. Data's UKI-UKI!! 1st PERIOD DASH LABORATORY!!

The Miss Nurse Report!!

Uki~! The DASH Laboratory is my little corner where I'll be discussing the early concepts and ideas for Rockman DASH~!



DRAFTS FOR THE CONSIDERED CHARACTER OF MISS NURSE!!



This seems to be the earliest design. She's got a really scary syringe arm that's like her version of the Rockbuster! I bet even Rock would be bawling if he had to take a shot from that thing!

Phew, looks like they took that syringe away from her arm. Her design was still a bit rough and sketchy at this time.

Here her design was pretty much complete! She's so pretty, isn't she? I wish I could have been her patient!

Uki!! To begin our first lesson I'll be introducing and commemorating the girl who was almost one of our own inner circle! We'll be calling her Miss Nurse, since that's what she is. It looks like at times when Rock sustained a serious injury, she'd be the one to nurse him back to health. Roll would be totally jealous of her!

Rock And His Pals Were Almost Joined By One More!?

She Appears in Lakeside Park!?

When I visited Lakeside Town's Hospital, I was in for a surprise! There she was, Miss Nurse! You should go see for yourself!

Check out this really early size chart! On the far left side of the image, did you notice Miss Nurse? If only she had made it to the final cut. Having that lovely Miss Nurse around, my travels would have been much more enjoyable!

SHE WAS EVEN INCLUDED ON THIS PROPORTION CHART!!

Kattelox Island Complete Guide
Apple Market Guide

Here's an introduction to the fundamentals of Rock's huge adventure over Kattelox Island!! Plus, we'll let you see the shops and conceptual designs of Apple Market.

A BIG INTRODUCTION TO KATTELOX ISLAND, THE STAGE FOR OUR ADVENTURE, AND APPLE MARKET!!

KATTELOX ISLAND COMPLETE GUIDE!!

For your first visit to Kattelox, we'll first teach you all the basics around the island.

Discovered 100 years ago, Kattelox Island was opened to the world by two Digouters named John and Varley. It all began with the island's ancient ruins. Once high quality deflectors were mined from inside, many Digouters came out to the island. On top of that, every year more and more tourists came to see the isle's breathtaking nature. From there the island developed rapidly.

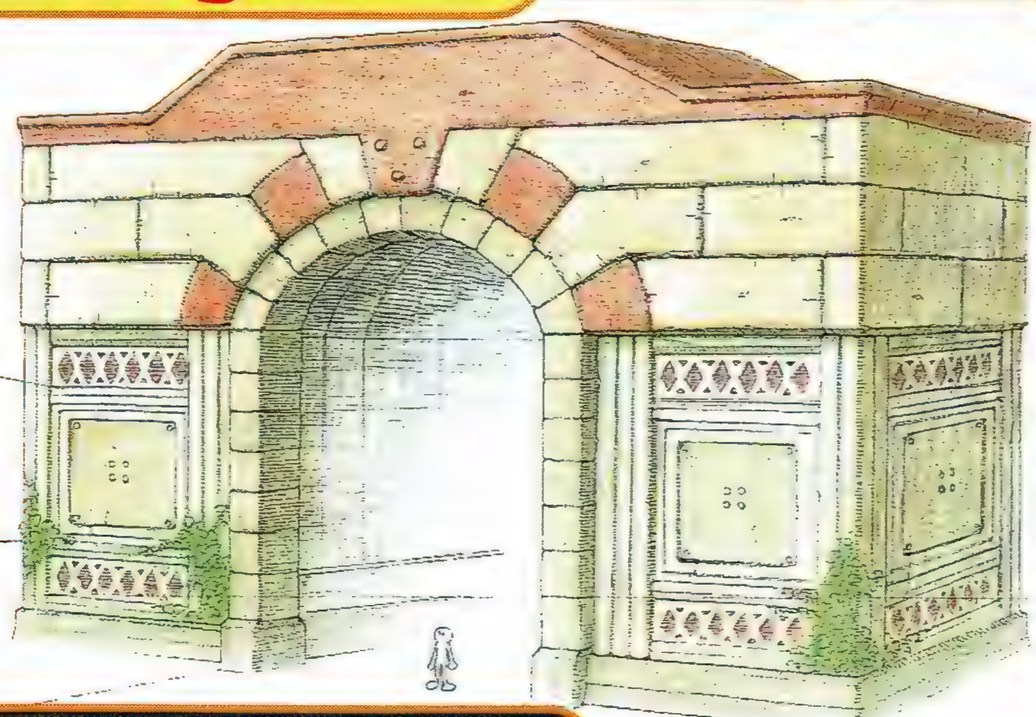
WELCOME TO KATTELOX ISLAND, AN ISLAND ABUNDANT IN ANCIENT RUINS AND VERDURE!!

A view of Lake Jyun that you might mistake for the sea. As Kattelox's largest lake, many enjoy sailing boats through it.

The Clozer Woods spread across the island's southeast. There are places all over the island where you can enjoy its majestic nature.

PLEASE ENJOY THE INCREDIBLE VIEWS

Subgate



Tourist Guide

Those Who've Come for Sightseeing, Please Obtain an ID Card.

The walls that partition the city's districts were made from repurposing an old ruin. Each of the walls has a gate, and the island's inhabitants pass through these gates to get to and from the city.

Even if you come to the island by crash landing, you still need an ID to pass through the gates.

Those Without a Citizen ID Cannot Pass Through the Gates.

In order to pass, you need a citizen's ID card issued by the city hall.

Directions Seen From Central Town

Central Town is the heart of the island. No matter which direction you go, you'll always come back to a part of town. You can see the City Hall area to the north, Lakeside Park to the west, Apple Market to the south, and the Old Town area to the east.

A gate you need to pass to get to and from the city. Each gate is marked with the first letter of a cardinal direction.

When you're not sure how to find where you're going, you can get your bearings at a gate. Each gate has a direction inscribed on it, so you'll know which way you're facing. As long as you know your position in the city, you'll get where you're going without getting lost.

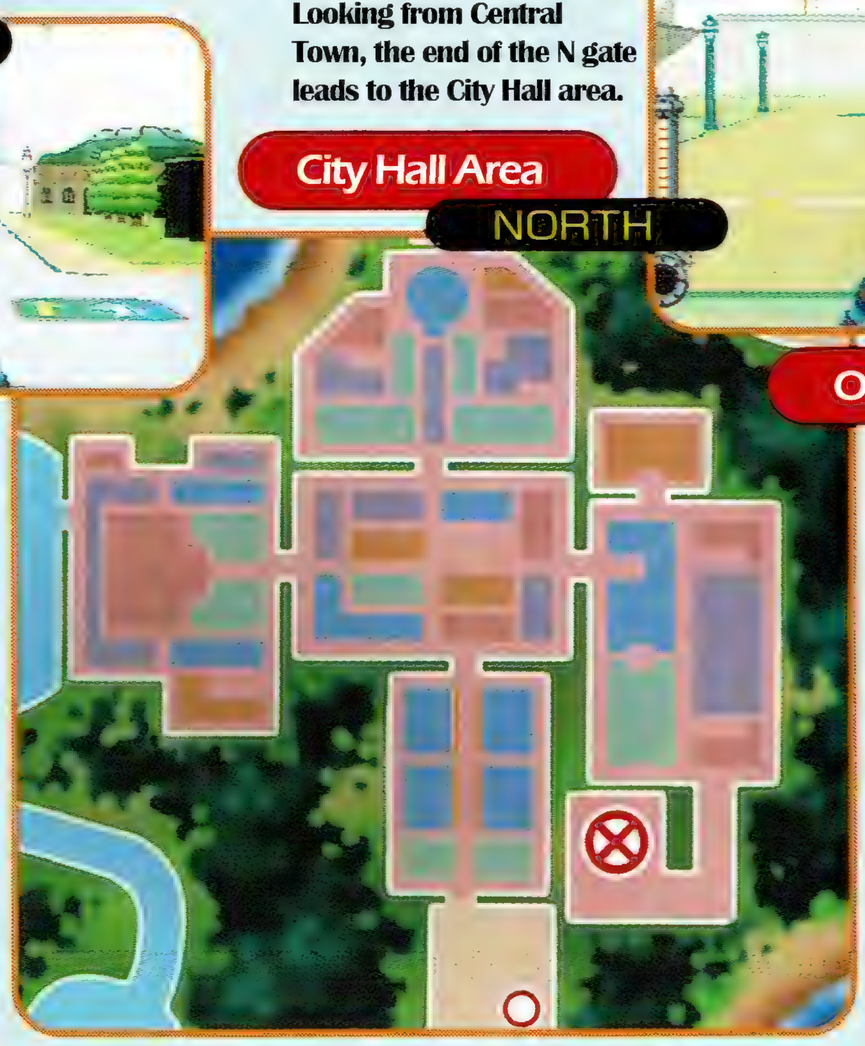
SHOULD YOU GET LOST IN TOWN, PLEASE LOOK AT THE DIRECTIONS ON THE GATES

Lakeside Park

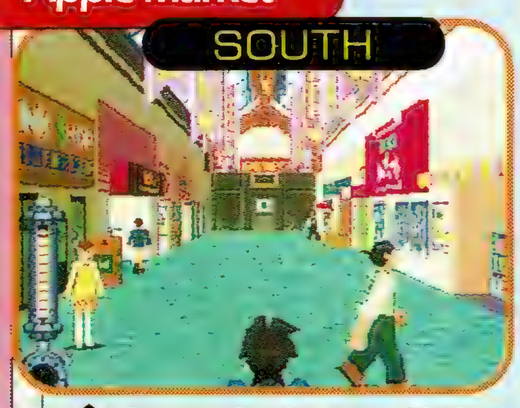
Pass through the W gate in Central Town and you'll reach Lakeside Park.

Looking from Central Town, the end of the N gate leads to the City Hall area.

City Hall Area



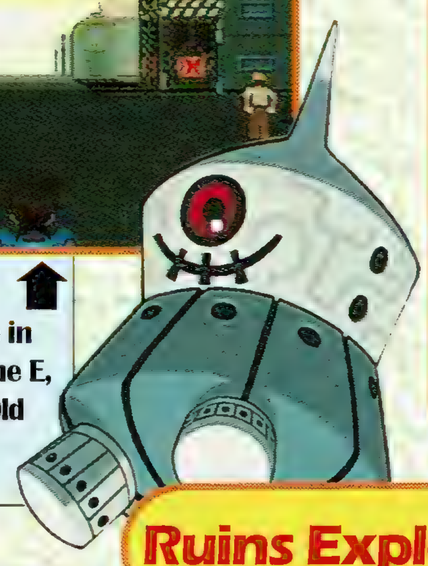
Apple Market



Pass under the gate with the S written on it, and you'll arrive at Apple Market.

Old City Area

Go through the gate in Central Town with the E, and you'll come to Old City.



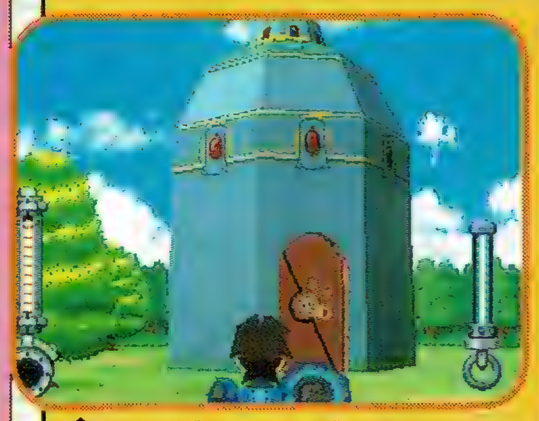
Ruins Exploring Guide

Class A Digout License

A special license Digouters can only receive by demonstrating their excellence to Mayor Amelia.

Class B Digout License

A basic license given to Digouters. There aren't many places you can enter with this.



Even with a Class A license, there are still some ruins deemed too dangerous to enter.

PERMITTED RUINS
- Jyun Lake Subgate
- Clozer Woods Subgate
- Carbon Forest Subgate
- All Other Ruins

Class B permits you entrance to only those ruins without much danger.

PERMITTED RUINS
- Underground Ruins Gate 1
- Underground Ruins gate 2
- Underground Ruins gate 3

Excavate Treasures From the Many Ruins

The deflectors on Kattelox Island are famous for being high quality and fetching a good price on the market. Also within the ruins you can find various useful junk parts.

All kinds of treasures are sleeping within the ruins that dot the island.

Ruins Map

Central Town PAGE 45
City Hall Area PAGE 63
Lakeside Park PAGE 87
Old City Area PAGE 93

A Word From the Mayor

I am eagerly awaiting your arrival.

Kattelox Island's Mayor Amelia

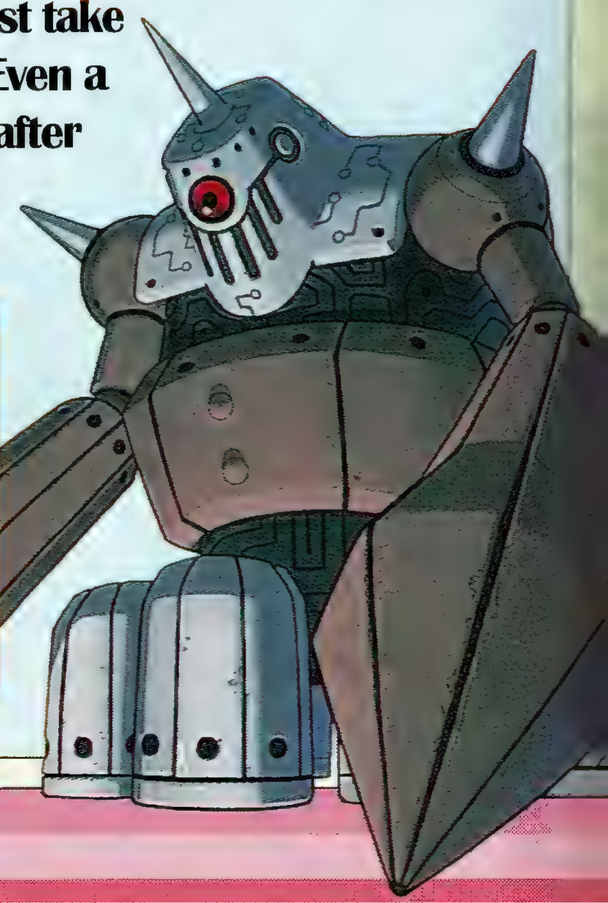
Reach out to City Hall for inquiries about your Digouter license or citizen ID card!!

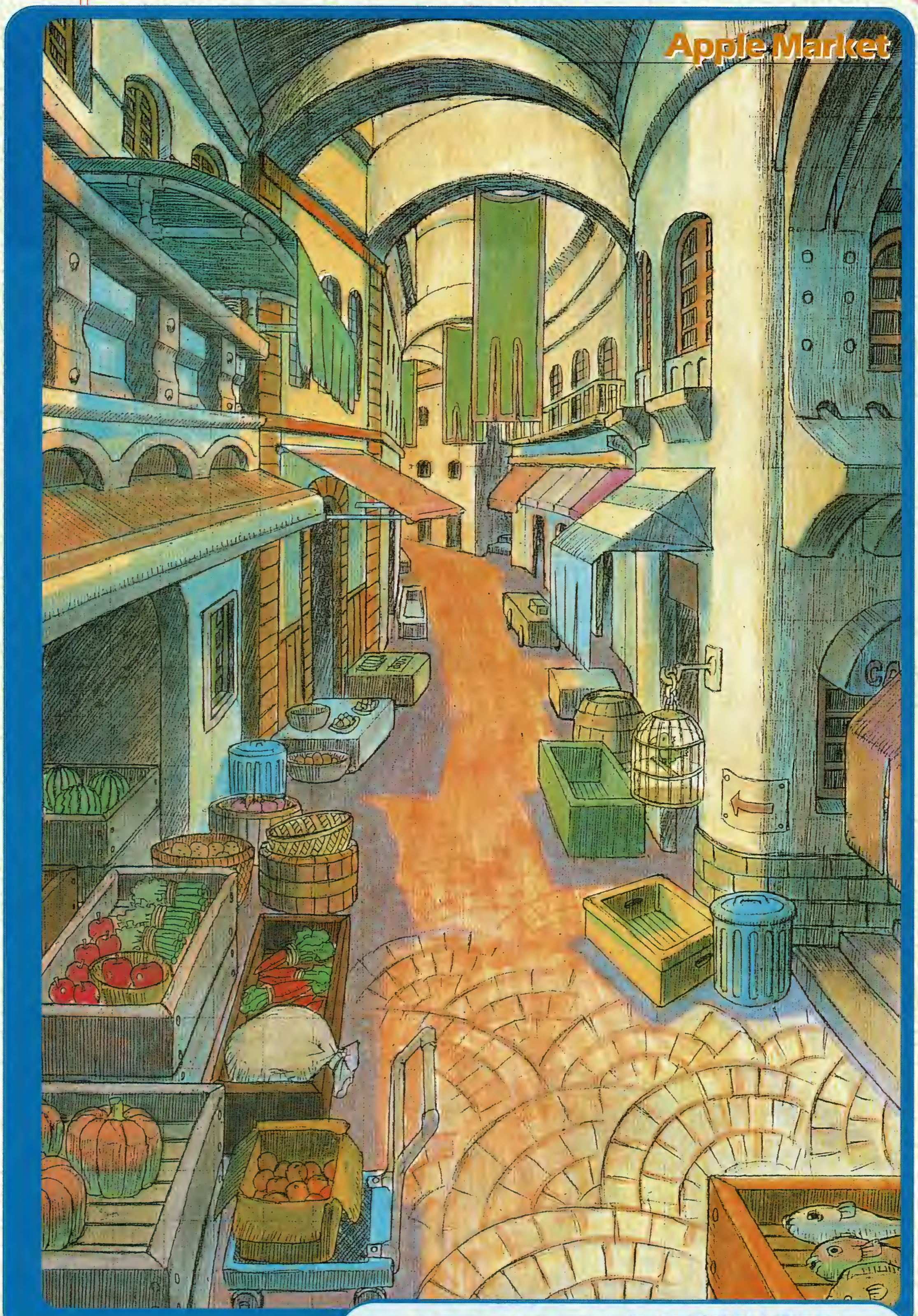
Currently only the City Hall issues licenses and such. Go there first when you arrive at the island.

Take Plenty of Caution Around the Reaverds!

The Reaverds inhabiting the ruins will attack any intruders on sight. You must take great care when exploring the ruins. Even a seasoned Digouter will only head out after ensuring their equipment is carefully prepared.

Within the ruins, frenzied Reaverds make their homes.





ARCADE ILLUSTRATED IMAGE

This is Kattelox Island's Apple Market, the very first place Rockman and Co. would visit upon their arrival.

Upon arriving at Kattelox Island, this should be your first stop.

APPLE MARKET

First off, visit every store and speak with the staff!! Depending on the shop, you can even do things like listen to CDs.

Apple Market's Top Shops

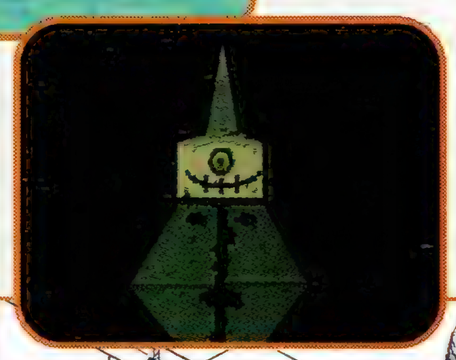
Digouter's One-Stop Shop
Parts & Items Bargains
Junk Shop
Lightning Parts Center

It looks like the husband's yet to return, and stock's running low. The wife would probably appreciate it if you helped find her husband.

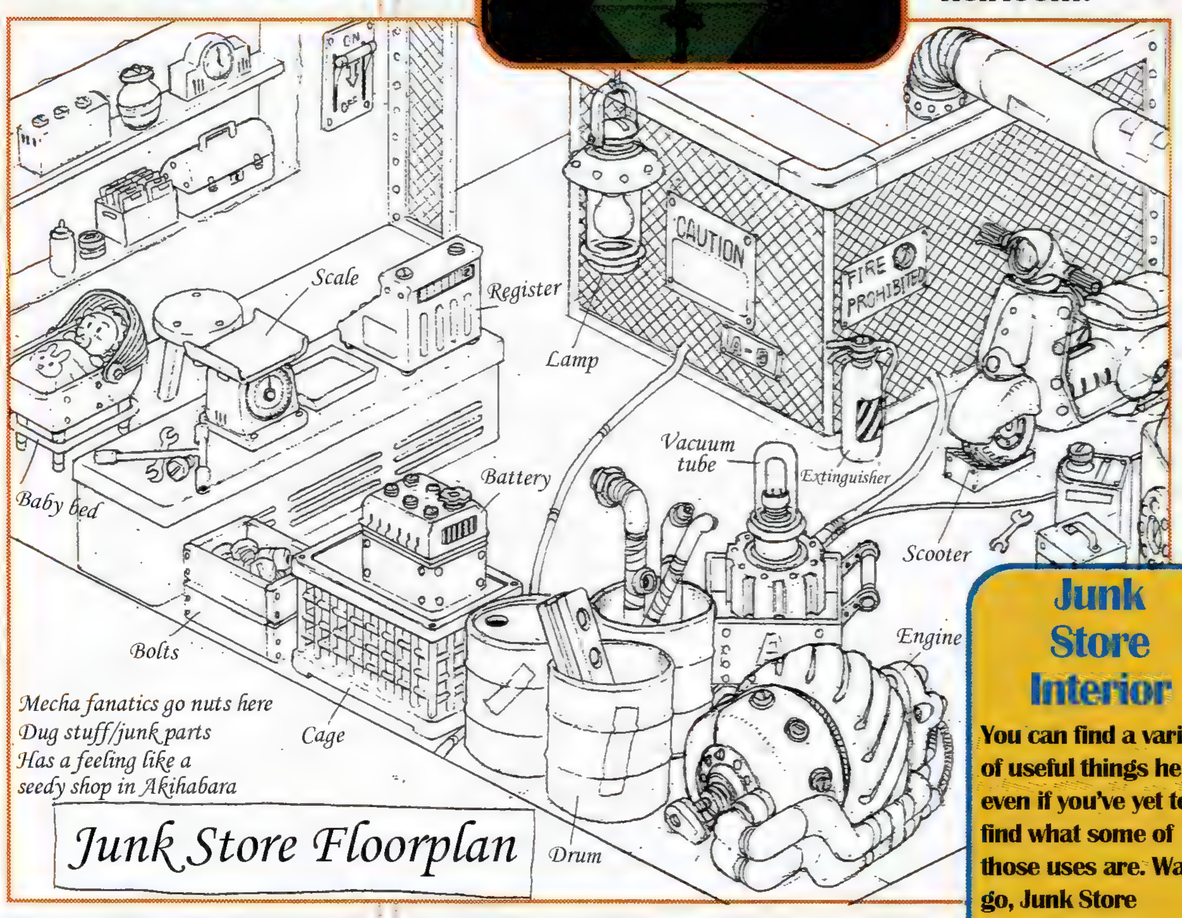
Their Junk Is Your Treasure!! Spare Parts And Item Store

Back in the day, the wife used to explore ruins as a Digouter while her husband acted as her Operator. Now, the pair run this junk shop. It looks like there's all sorts of handy stuff inside.

A Stuffed Reaverbot!?



They say this Reaverbot's an old family heirloom!



Junk Store Floorplan

Junk Store Interior

You can find a variety of useful things here, even if you've yet to find what some of those uses are. Way to go, Junk Store Couple!

What is Apple Market!?

Apple Market hosts all sorts of shops and people. For starters, there's the Junk Shop couple that Rockman and Co. help out. There's also the clothing, book, and record shops, to name a few. It's also possible to reach the rest of the city by passing through Apple Market.

Everybody on Kattelox Island gets their shopping done here.

Town Map

	Downtown	
Books Folio	N	Junk Shop Lightning Parts Center
Dress Maker Hip Bone		Jet Leg Bakery
Bakery Shakeskin		Toys Store Akbar
Vegetable Bronte		Electric Goods store Stapl
Tailor Chinos	S To Cardon Forest	Record shop High Necked

Novels, Manga, Naughty Books, and More!
Kattelox's Reading Respository.

AND IF WE DON'T HAVE IT

WE'LL BE SURE TO GET IT

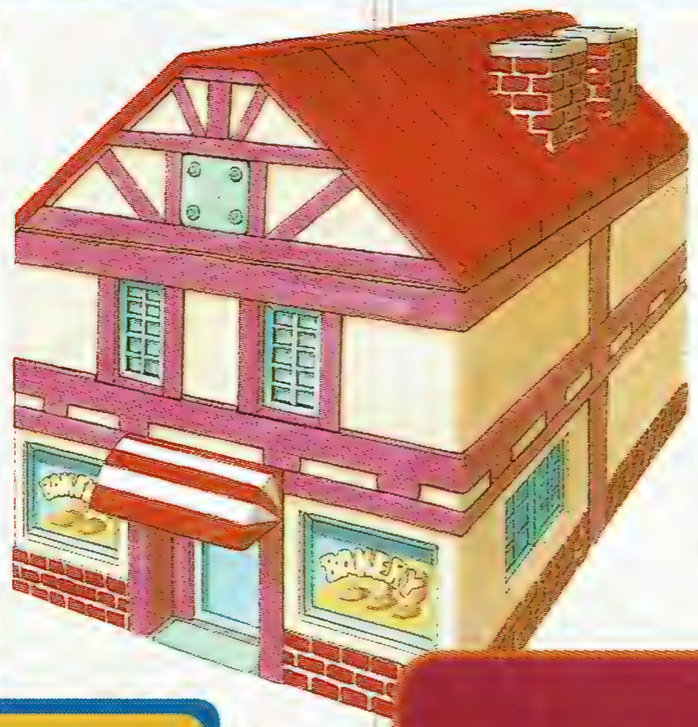
ALLEYWAY ILLUSTRATED IMAGE

This is an Apple Market alleyway.
As such, it gives off a rather plain vibe, doesn't it?

Apple Market's Top Shops 2

Jetlag Bakery

Eat Up While It's Hot Out Of The Oven!



A shop that sells delicious looking bread. Apple Market has two bakeries, but Jetlag Bakery is bigger and has a richer selection. Compare them yourself.

A nice lady serves as the shopkeeper.

Bakery

They have an incredible selection, and since it's always freshly baked, you'll want to buy from here.

How About Some Tasty Bread For Lunch?

Apple Market's Top Shops 1

Dress Maker Hip Bone

The Go-To Store For Adorable Women's Attire! Doll Yourself Up In The Latest Trends!!

Saleswoman

She seems to have taken a liking to Rock.

This shop's racks are packed with both stylish and cute women's clothing. The saleswoman seems to have taken a liking to Rock, so perhaps you should stop by again.

A girl in the store. Do they have any cute clothes?

Perfect For Girls' Presents!

YOU'LL HAVE TO SEE THIS! TOURIST ATTRACTION

CARDON FOREST

An Enormous Forest Stretches Across The South Of The Island!

Cardon Forest is a large forest which covers the southern area of Kattleox. This is where Rock and his friends make their unexpected landing in the Flutter. Within the forest is a gate leading to the underground ruins, so let's begin exploring from there. I can't wait to see what treasures we'll find.

Hidden Treasures Lie In The Ruins!

The underground ruins are full of treasures, but also full of enemies. If you're not careful, you'll end up with more than just treasure.

Cardon Forest is about as large as Clozer Forest. The surrounding area is densely lined with trees, and you'll find many of the wild birds living on the island.

People You'll Meet In Apple Market

The Grocer's Wife

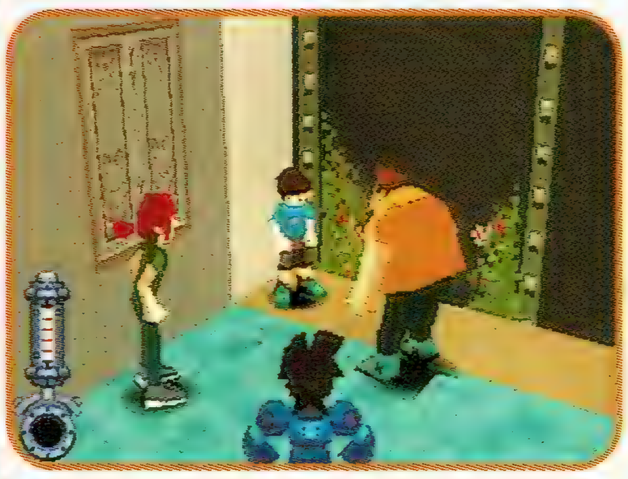
Her energetic husband is the grocery store's shopkeeper.

Apple Market doesn't only have shops. You'll also find the people of Kattleox Island living their lives. So if you see someone, try having a chat with them.

There's fresh produce like tomatoes and cucumbers stocked here.

Kind Folks Brimming With Pleasant Nature

There are many lively children in the market!! There even seems to be a neighborhood bully.



Girl With A Dog

There's also a darling girl here. It appears she has a dog named Paprika.

Prof. Data's UKI-UKI!! 2nd PERIOD DASH LABORATORY!!

Fine Art of the Rockman World!!

Uki~! It's our second session, and in this lesson we'll be investigating the early setting for Rockman DASH!! This time the art will be telling the story!

World Image

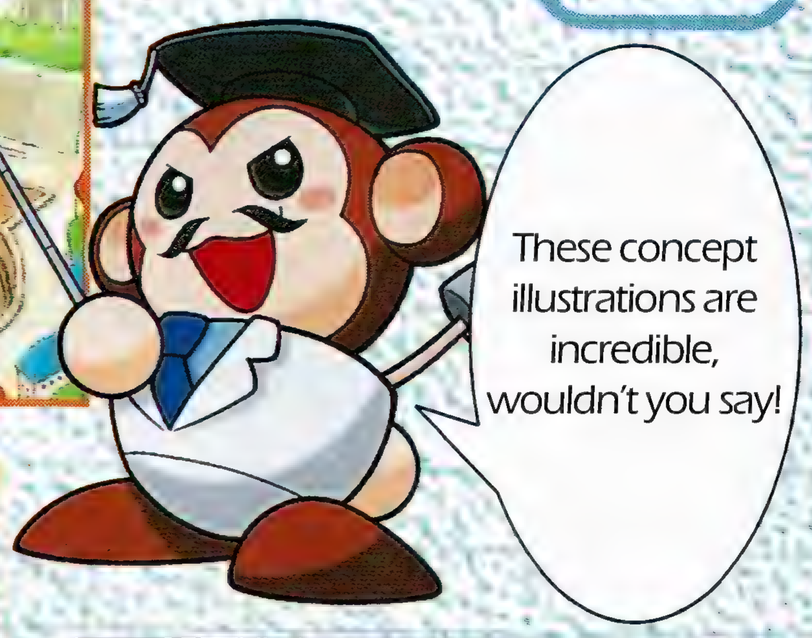
Set atop a foundation of giant cogs and gears sit sprawling cities! What a surreal and fantastic concept! The inhabitants would probably have to use flying ships just to get around. That's a bit like how we live, as well!

Submerged City Image

This one really gives off the impression of an ancient city, sunken below the sea! This idea of a long-lost advanced civilization with all its forgotten glory was adapted into the game! I wonder if the world we live in also has cities lying beneath the sea?

Many assorted images of cities and ruins were drawn up, weren't they? These are all illustrations that were done brainstorming the answer to "What kind of style is befitting for the world of Rockman DASH?" Using all these various images and illustrations as a reference, we can develop a picture of the formation of our world!

Your Grand Introduction to the Rough Sketches Drawn for the Image Board!



These concept illustrations are incredible, wouldn't you say!

Sky City Image

Propped up by an enormous pivot, these ruins were constructed high in the sky. This place resembles some kind of ancient pleasure garden, now fallen into deep decline.

Garbage-Covered Ruins Image

Probably left behind by some environmentally careless culture sits mountains of strewn refuse. I wonder if we couldn't find a use for some of this stuff? The idea of exploring ruins of a higher civilization was a part of the setting concept from the very beginning.

Streets Image

Through repeated cycles of urban development, this town appears to have gotten quite complex! I'd bet that to navigate this bustling town you'd probably rely on some kind of steam engine.

Digout!! Secrets of the Ruins!!

Why does Rock explore the ruins? Just what are Reaverds? We're here to answer these questions of yours!! When you're done reading this, you may even want to go on a Digout yourself!!

The ruins are a dangerous place!! But don't worry, for I'll be teaching you the basics of exploring ruins!!

Ukii-Ukii!!

FROM DIGOUTS TO REAVERDS, AND THE MYSTERIOUS DUNGEON EXPLORATION'S GREAT RUINS!! MUST-KNOWS WILL BE TAUGHT BY GRANDPA BARREL!!

I Struck Treasure!

DIGOUT

It's what many folks do, Rock included. Learn exactly what that entails, and you'll be on yer way to big adventures around the world.

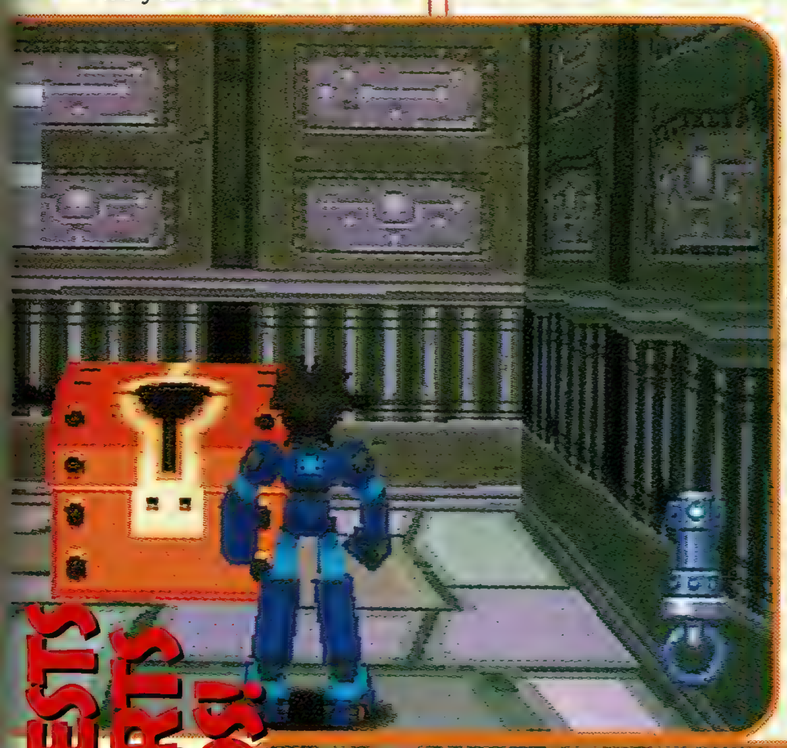
Right then, let's start by tackling the fundamental meaning of a Digout. A Digout refers to searching the ruins of the ancients for materials that're needed to create things like appliances and tools. Things that're necessary for people to live. The folks who do this work, like ourselves, are called Digouters.

JUST WHAT IS A DIGOUT?

This is the entrance to an ancient ruin. Ya' can just smell the adventure waiting inside!

All manner of dangers lie hidden within the ruins. Treat every Digout like it could be yer last.

Being a legendary Digouter myself, I can teach ya' quite a few things!



TREASURE CHESTS HAVE ALL SORTS OF REWARDS!

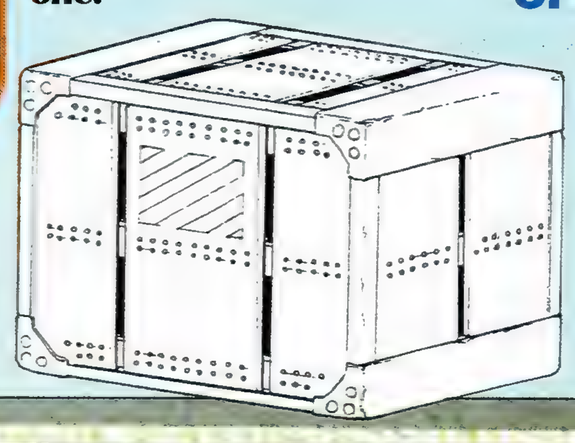
The aim of every Digouter is treasure! Nothing beats that thrill of discovering a treasure chest. Good hunting to ya' out there!

SEARCH RUINS, GET RICHES!

Ya' can't get what's in a container without destroying it. When I was a greenhorn I'd overlook 'em myself. I know better now.

Aside from treasure chests, ancient ruins also have containers and such. Often these contain deflector shards and other items. I once even found a little Reaverd in one.

Besides Treasure Chests, There Are Containers and Such Chock Full of Items!!



A Digout is Digging Up Valuable Items Needed for Everyday Life From Ancient Ruins.

Among Digouters there's this rumored thing known as the Great Legacy.

The Great Legacy Is a Deflector!?

Legend of the Great Legacy At some point, rumors of a legend began circulating among Digouters. The legend says that obtaining the "Great Legacy" can bestow unlimited energy for all peoples.

Barrel This old tale still gets passed around a bit. Believing the legend, Digouters have set out on quests to discover the Great Legacy.

Gramps is a Legendary Digouter

Back when he was active, Gramps was a world-famous Digouter! His skill and experience made him a legend in his own right!

The Best Treasures Lie Sleeping in Ruins

Oft'n the bigger ruins have crystal-like stones called deflectors hidden inside of them. These have incredible value, and are the most coveted prize we Digouters search for. The larger the deflector, the bigger the payout.

Deflectors are locked away safely deep inside of ruins. But you'll have to get by the waiting traps and enemies!

Rooms with Deflectors

A deflector floating above an altar-like space. The pattern on the wall behind it looks like a trap.

A trap like from Indiana Jones

Mysterious power source (treasure)

Small power generator (reactor)

Don't make it look too much like a ruin, but please use honeycomb patterns, eyes, Ishihara's patterns, etc to give it some difference.

The crystal is shining at first, but the moment it's taken it stops shining. (It's like a battery)

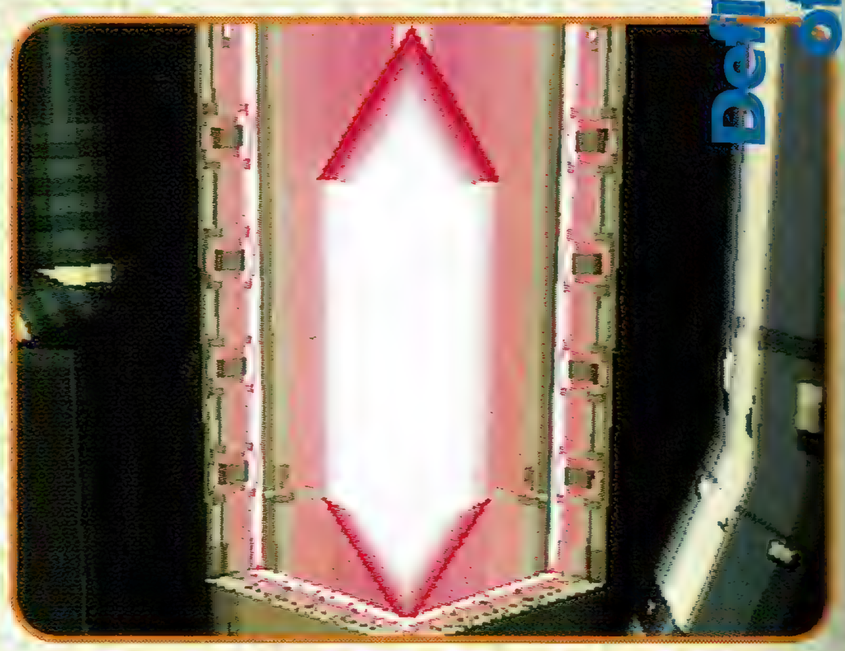
The crystal is rotating and slightly moving up and down

The pupils of the eyes in the BG narrow down → *squish*

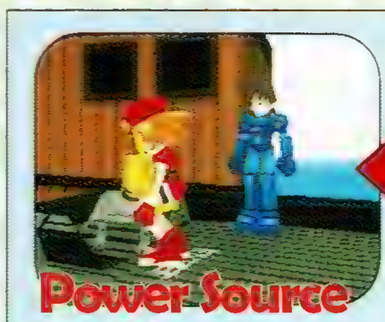
Deflectors Instead of Batteries!?

The reason deflectors are worth so much is because they're rare and can be used like money. They're also used to power airships and cars and such. The bigger the deflector, the more energy it produces, so value is proportional to size in this case.

They're used as energy for boats and airships. Even the Flutter's got one.



Deflectors are Exchanged as Money!



Power Source for Machines!

Large One

Is Used Like Money!

Small One

Ancient Robots Protect a Legacy from Antiquity!?

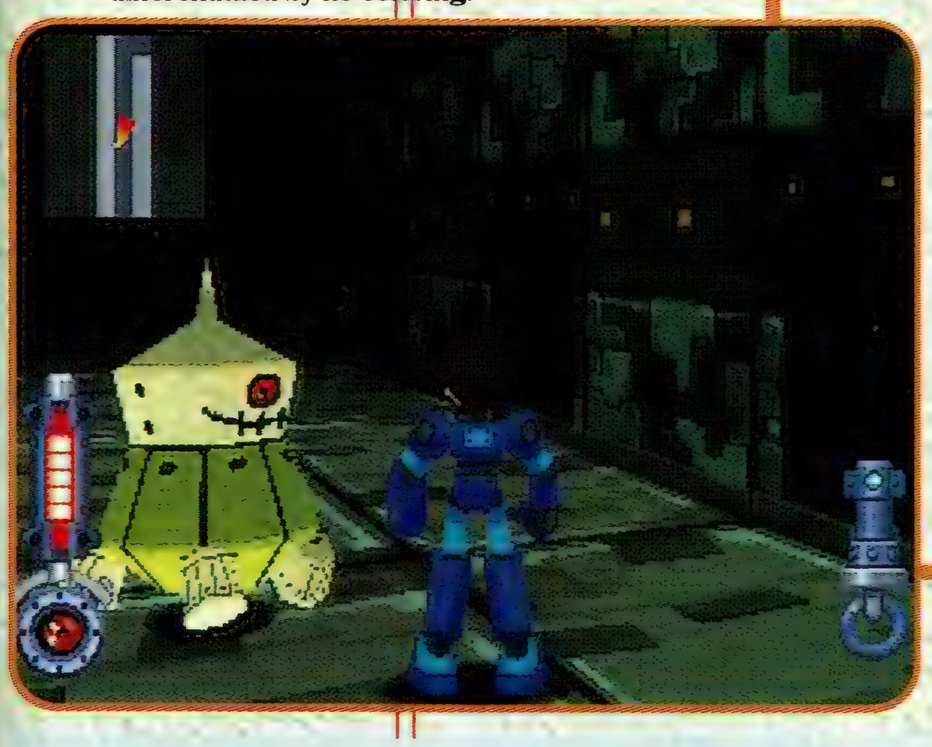
THE SECRET SCOOPS ON THE REAVERDS

Hiding amidst the ancient ruins, the enemy Reaverds await. Whether they're robots or lifeforms, we'll take a closer look at these enigmatic phenomena!

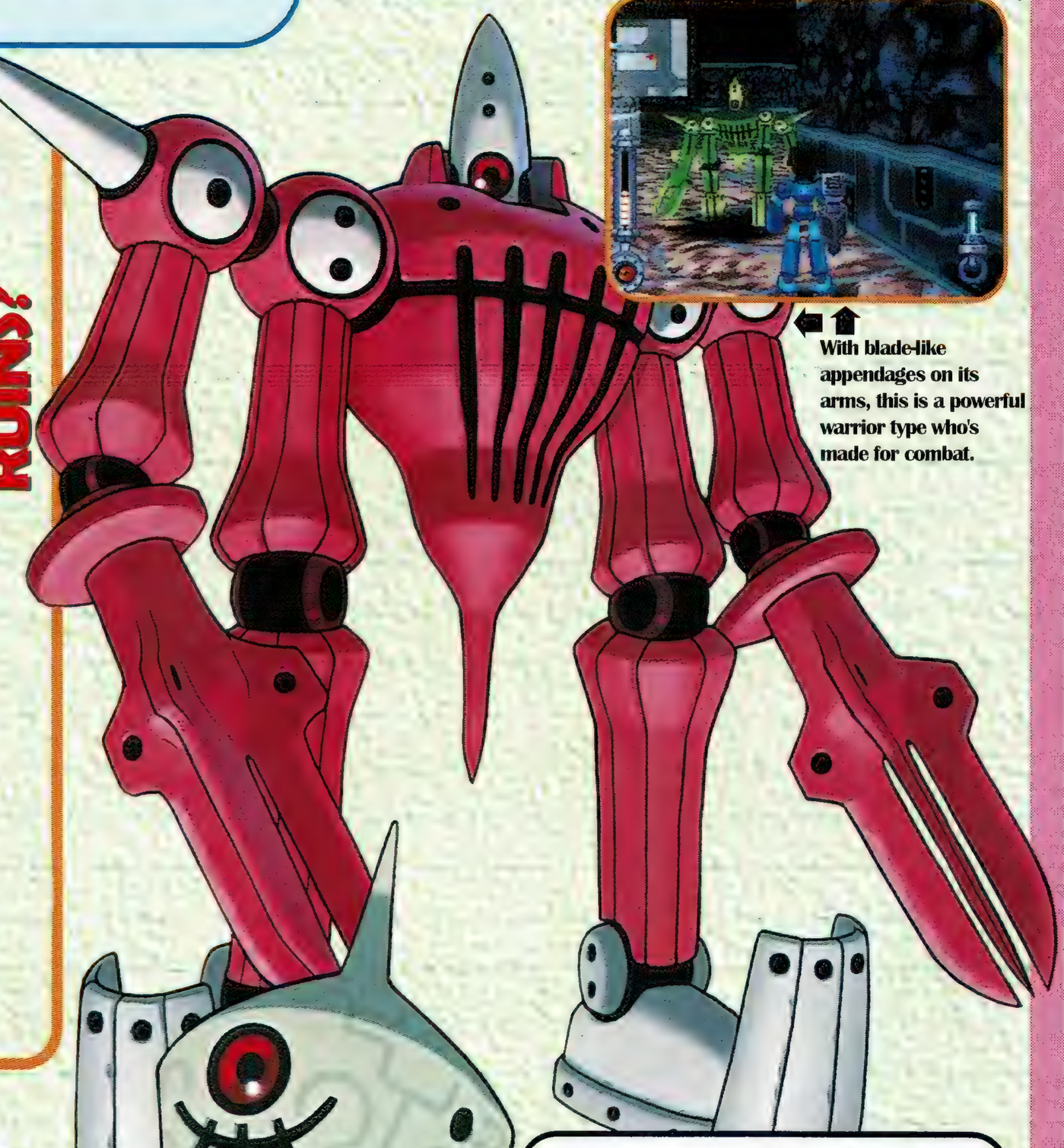
The Reaverd will indiscriminately attack anyone who intrudes into the ruins. Based on this, they're clearly guardians of the ruins created by the ancients! Also, since they use deflectors as energy people tend to think of them as machines. However, there are some which resemble lifeforms such as fish. In other words, they appear to be a half-machine, half-lifeform fusion.

JUST WHY ARE THE REAVERDS PROTECTING THE RUINS?

With blade-like appendages on its arms, this is a powerful warrior type who's made for combat.

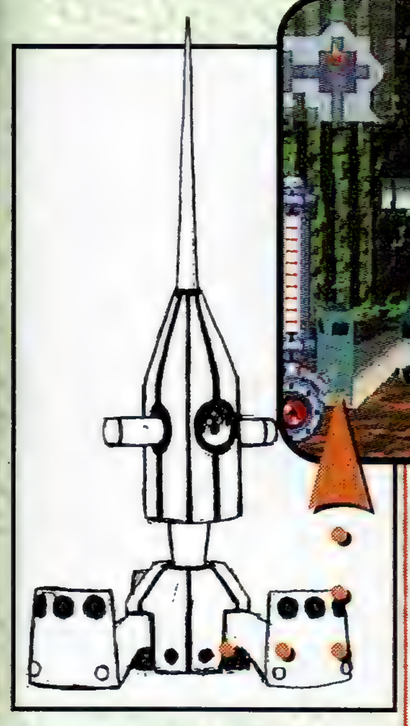


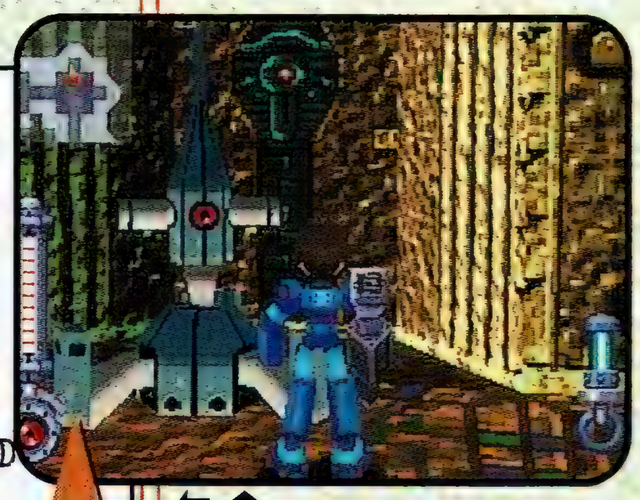
A tankette type Reaverd. It's an all around type that can be found in most any ruin. Its capabilities are differentiated by its coloring.



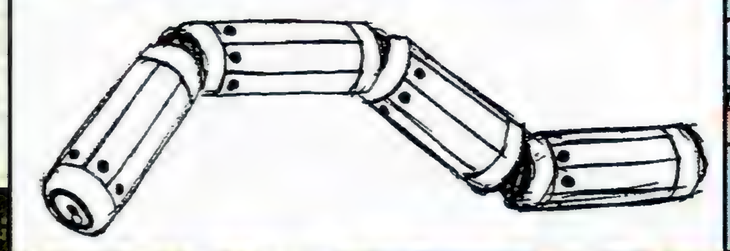
There Are All Kinds of Reaverds!

There are different types of Reaverds that will appear depending on the ruin! From enormous behemoths to the adorable tankette types, there is an abundance of different species. There are even Reaverd varieties like fish-types which suit their habitats.





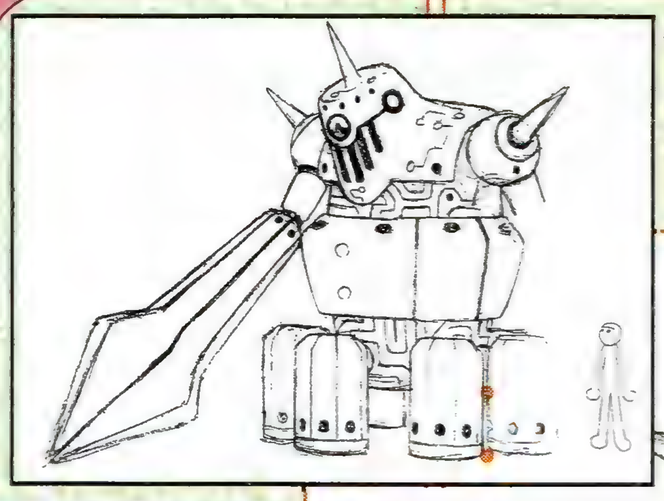
This radar-type Reaverd possesses no attack capabilities. When it detects an intruder it can transmit this info to a nearby partner.



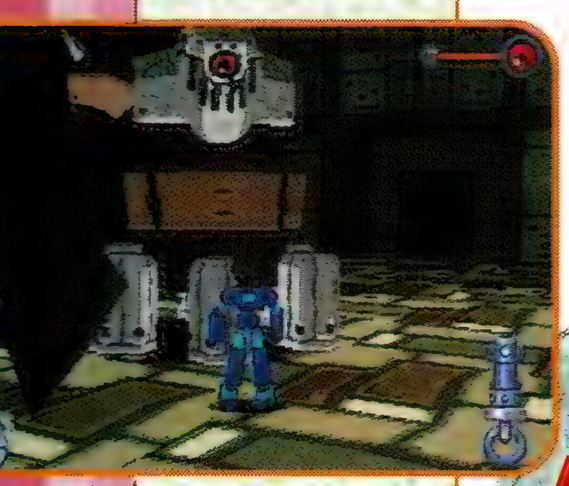
An articulated worm-type Reaverd. They're found creeping inside of containers, in tight passages, and rooms.

REAVERDS WERE BORN FROM AN ANCIENT CIVILIZATION

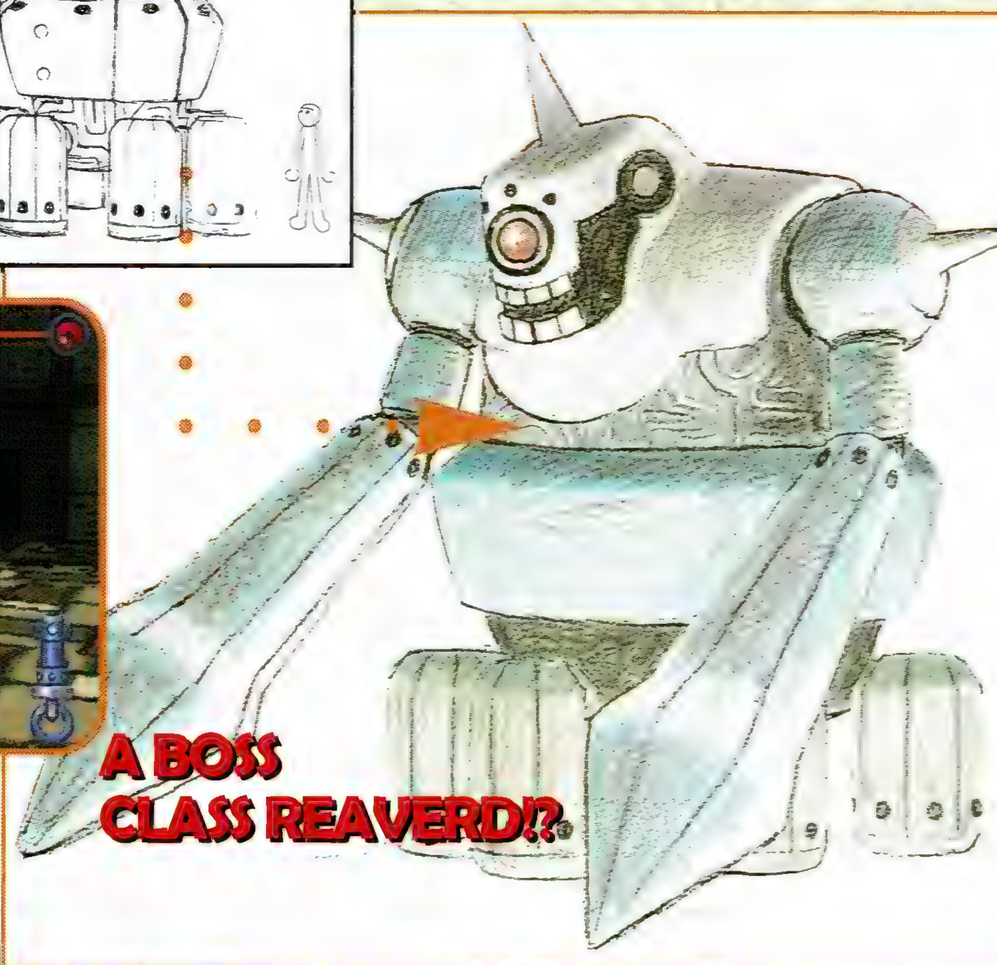
ROBOT LIFEFORMS



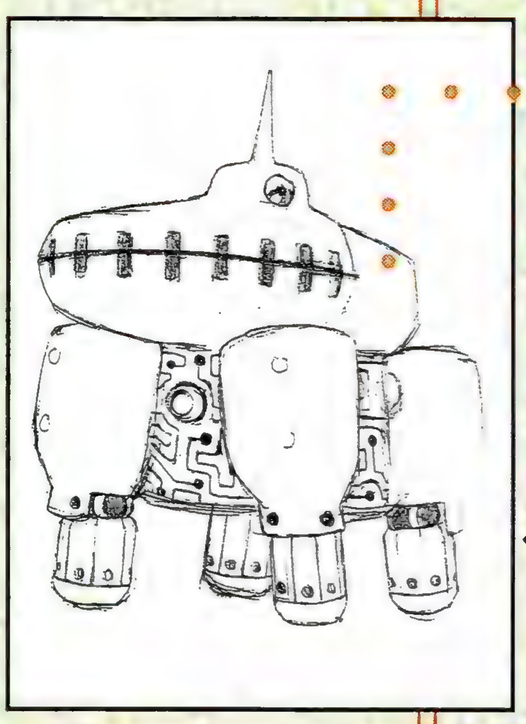
A large Reaverd that appears on the top floor of the sea tower. Its special features are its sturdy armor and the huge hammers attached to its arms. Although it's slow to turn around, it's otherwise surprisingly fast. Highly feared among Digouters.



A BOSS CLASS REAVERD!?



It can attack by swinging down its hammer and firing a rocket punch.

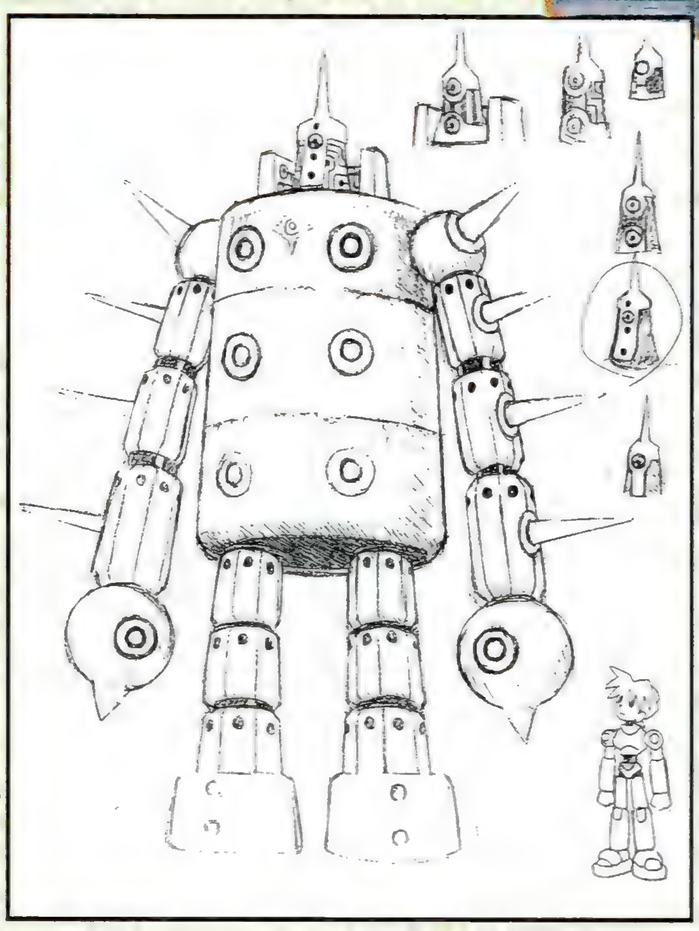


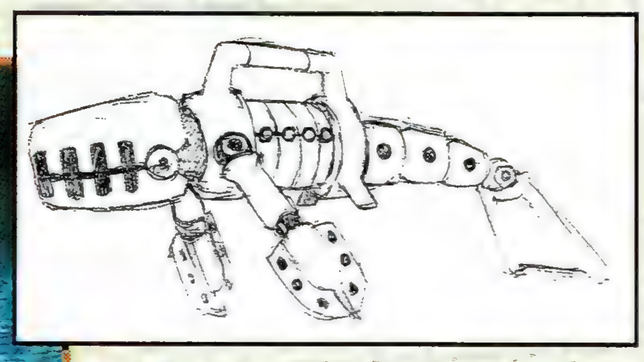
A four-legged walking Reaverd. This dangerous brute fires a spray of bullets from the opening on its chest section.

GIGANTIC REAVERDS

An enormous Reaverd roughly four times bigger than Rock. Even being merely stepped on by this monster is very dangerous.

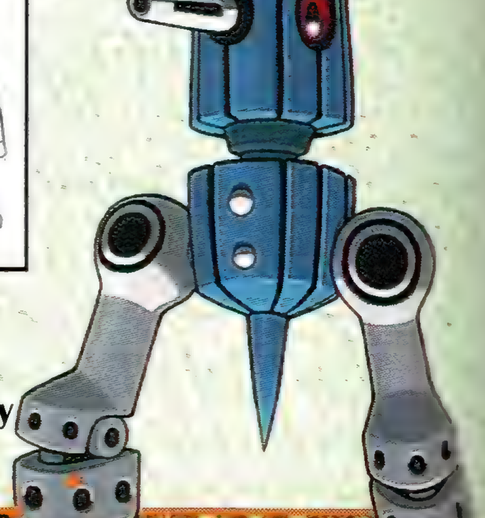
What kind of weapons does its huge body possess? Its habitat and such is a mystery.





Among Reaverds, this fish-type is quite rare. It appears to be able to move both in water and on land!

A two-legged walking Reaverd that works in conjunction with the radar-type Reaverd. It has the ability to shoot fireballs.



A Reaverd whose feet are suction pads, allowing it to move around on the ceiling and walls. It's adept at surprise attacks from above.

Where All Sorts of Treasures and Mysteries Are Found

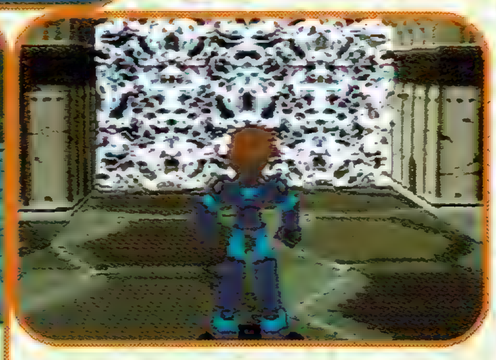
ANCIENT RUINS

Digouters are unable to resist Ancient Ruins. Within them awaits all sorts of traps, Reaverds, and Deflectors.

The very existance of ruins are a mystery, with who created them and the reason they were built being unknown. These ruins are guarded by robots known as Reaverds along with all sorts of traps to deter intruders. At any rate, what's known is that these ruins were made by the same old civilization.

THE RUINS ARE FULL OF TRAPS AND ENEMIES!!

Traps can be set off by intruders who step on certain buttons in the ground.



There's always a way to disable energy shields, though the method may vary.

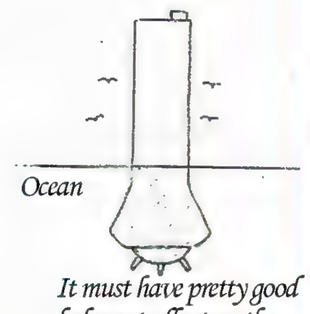
Ocean Tower

Ruins that simply float in the ocean while gently moving with the waves exist as well.

An island (tower) that exists separately from (...) islands

(...) rather torn down

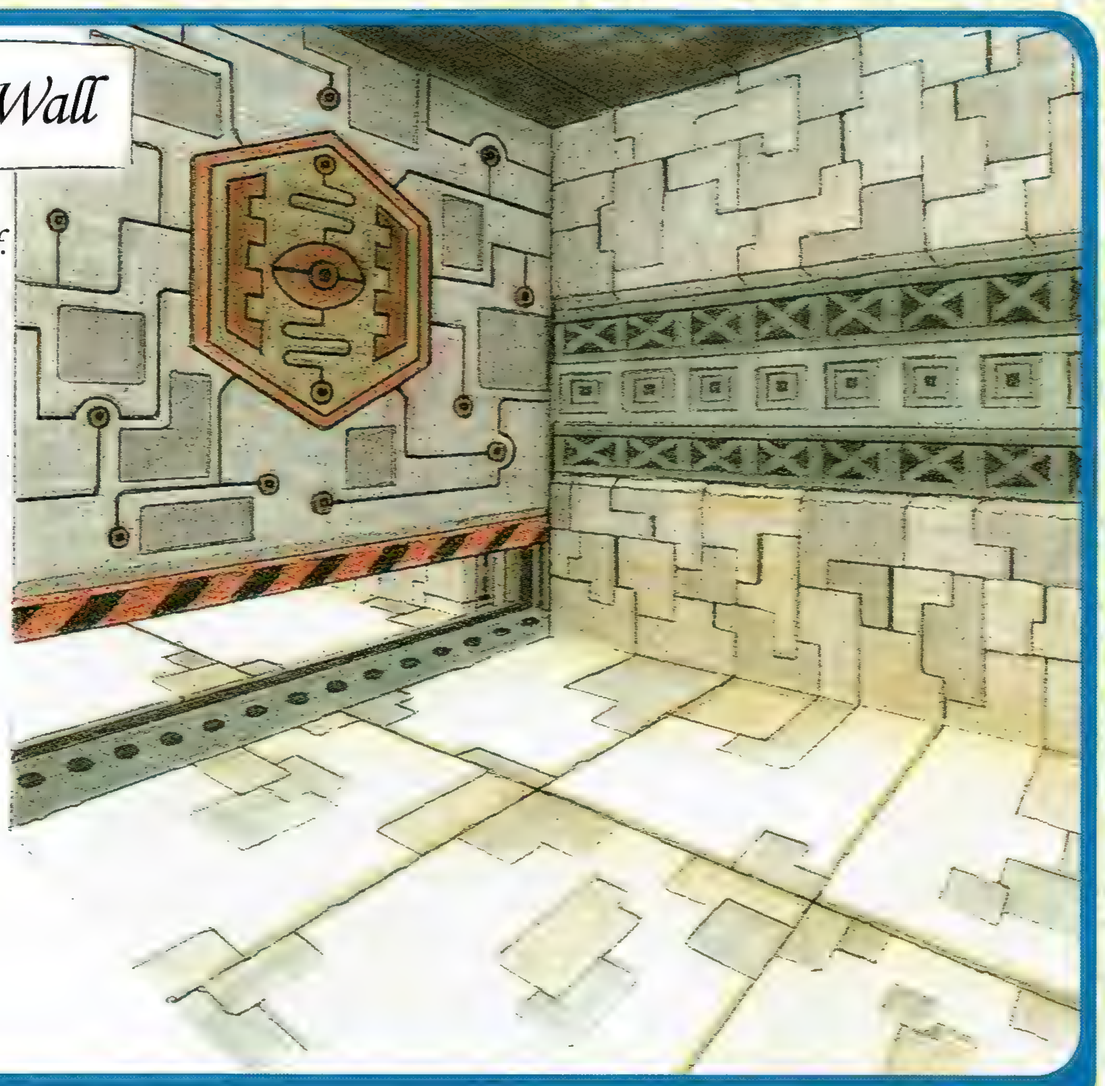
Nest of many (...)



It must have pretty good balance to float on the ocean like this, doesn't it?

Opening's Room Wall

Repeating wall pattern with a modern yet ancient geometric motif.



Another Day, Another Journey Into the Ruins In Search of Deflectors!!

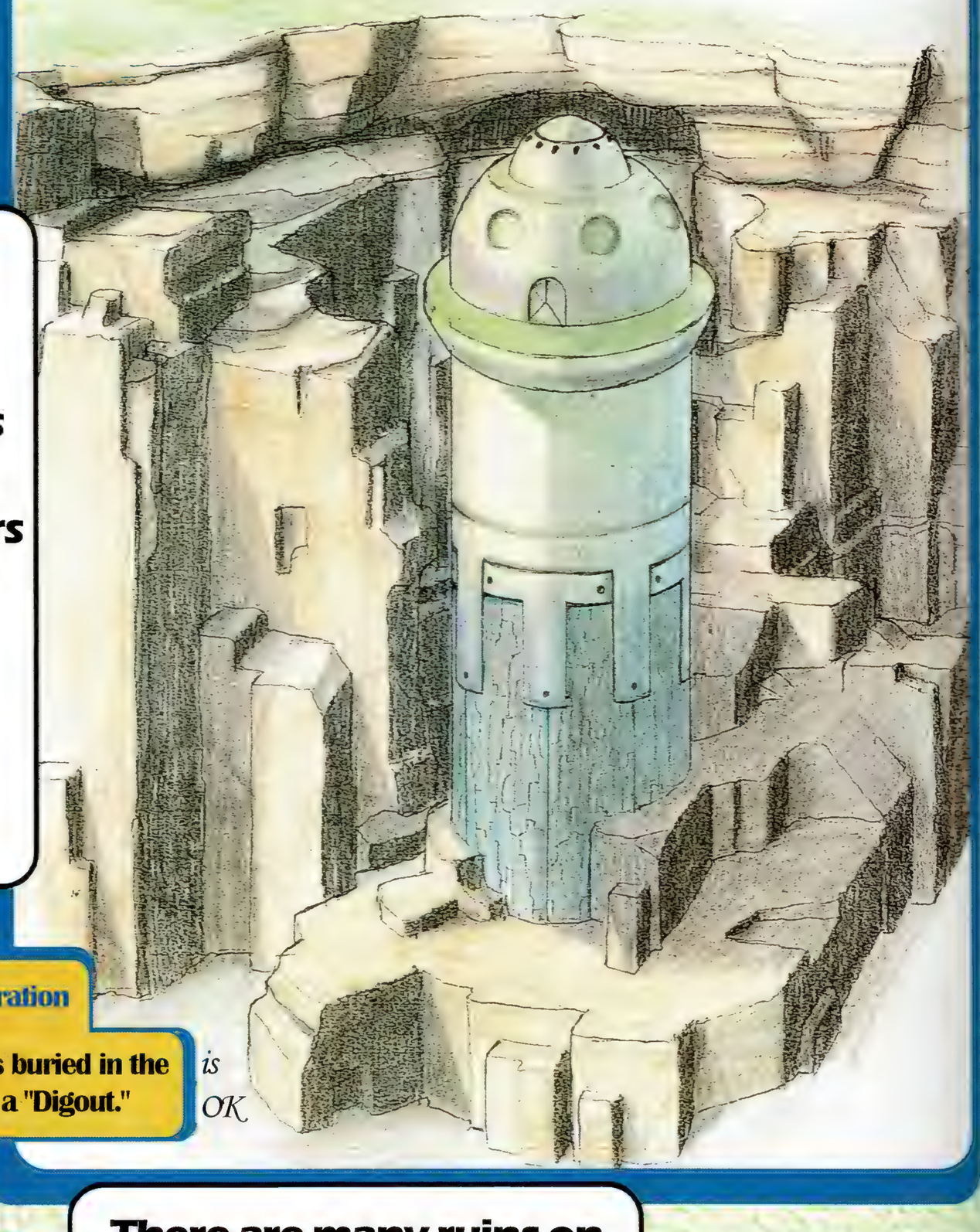
Though Digouters have already explored ruins for Deflectors, other valuable items can also be found within them. Particularly with large Deflectors, which are truly a shortcut to getting rich quick.

Deflectors so big that they have to be carried using both hands also exist.

These ruins are where we Digouters come into our own!

Cliff Top Subgate

Has the appearance that the Bonnes were digging for a way inside, but they dug a little too much.



Ancient Ruins Illustration

Digging up the ruins buried in the ground is known as a "Digout."

is OK

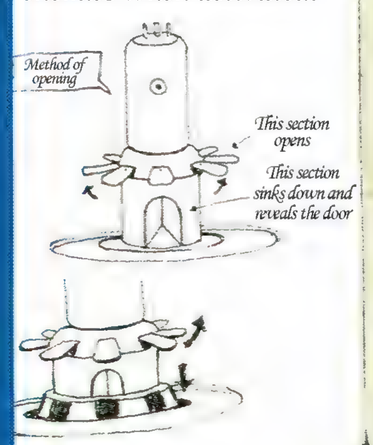
Ancient Ruins Illustration

Sometimes a monument in a city park is an entrance to ruins.

LE

The hill in the center of the city has been turned into a park and is open to the public as a place to relax and think. The stone wall is weathered from wind and rain.

The eye-like object in the middle will light up red like the eyes of the underground enemies when activated.



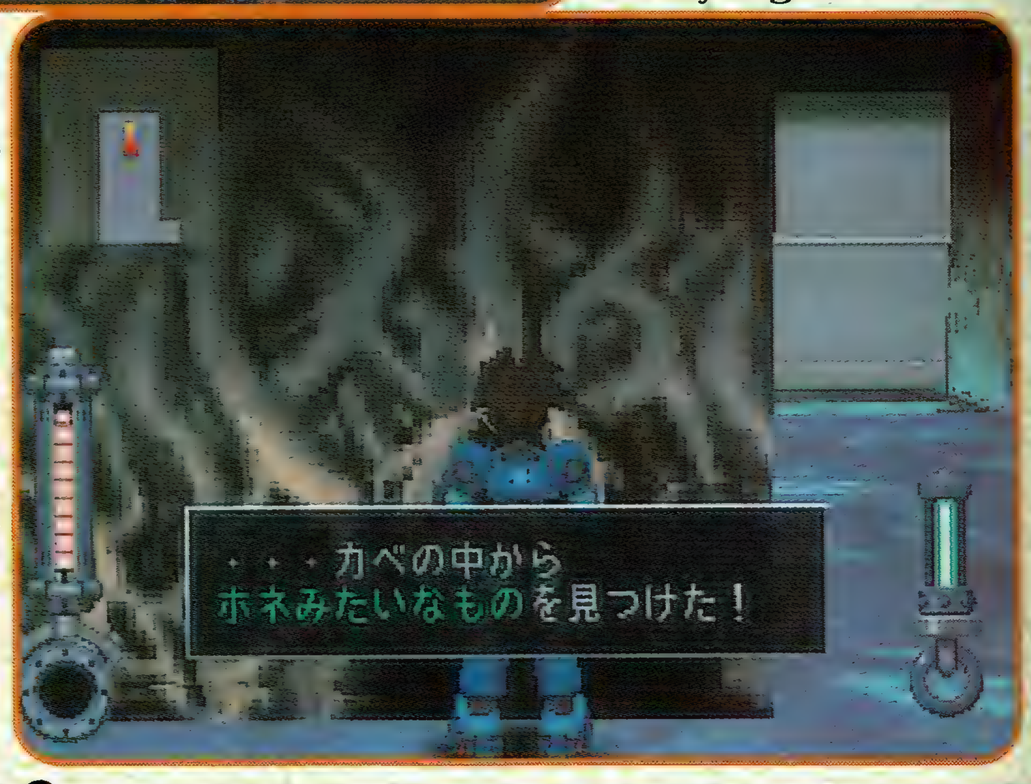
Visible part is the point

Person's size

There are many ruins on Kattelox Island that remain untouched.

We know there's a ruin on the island in the center of the lake, but without an airship or a boat there's no way to get here.

In a lot of cases, ruins close to towns have already been explored by other Digouters. That doesn't mean there still isn't anything to find.



THE INSIDES OF RUINS ARE DANGEROUS DUNGEONS

Within the ruins, traps lie in wait to defend from intruders. Just what kind of person would create dungeons like this?

HEAPING WITH DEADLY TRAPS!

There are all kinds of traps prepared in dungeons to prevent intruders from leaving with their lives. These include floors that collapse when you walk on them and energy shields that force the direction you go. Even a seasoned Digouter won't be able to get their hands on the treasure that easily.

Dash through as fast as you can or the passage will collapse on you.

BEST IT WITH SPEED!

Critical Underground Area Defense Door

It is not easy to open to prevent people from getting inside.

Three types of strong doors are each levees, nicknamed in the order of

"WATCHER" → "SLEEPER" → "DREAMER"

They are locked by six binding cylinders.

When the lock is released, all of the cylinders are pulled out.

Clang

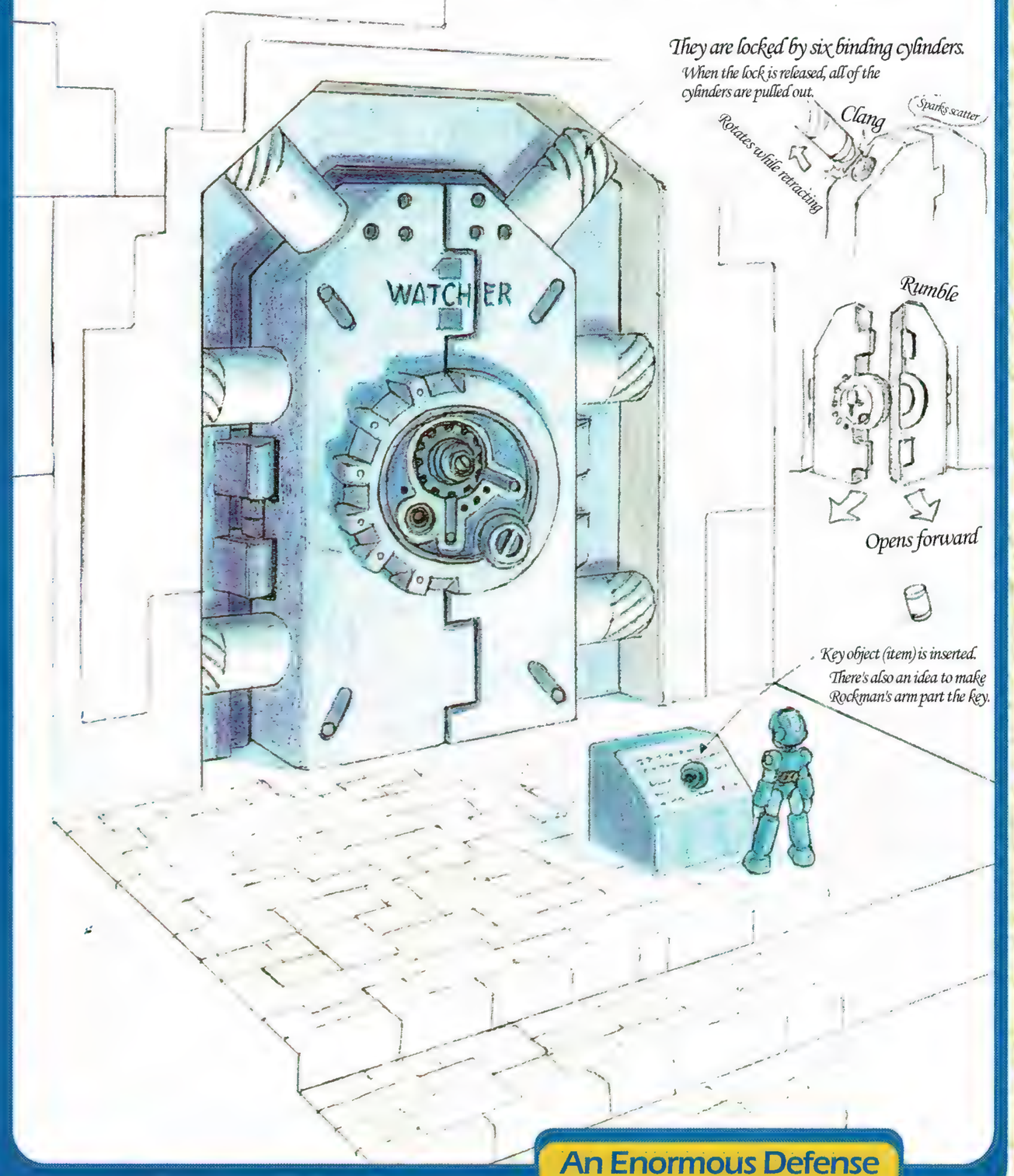
Sparks scatter

Rotates while retracting

Rumble

Opens forward

Key object (item) is inserted. There's also an idea to make Rockman's arm part the key.



An Enormous Defense Door Inside the Ruin

There is a mechanism set to open the giant door. Who would have built ruins like this?

Underground Stage Concept
Giant Control Room

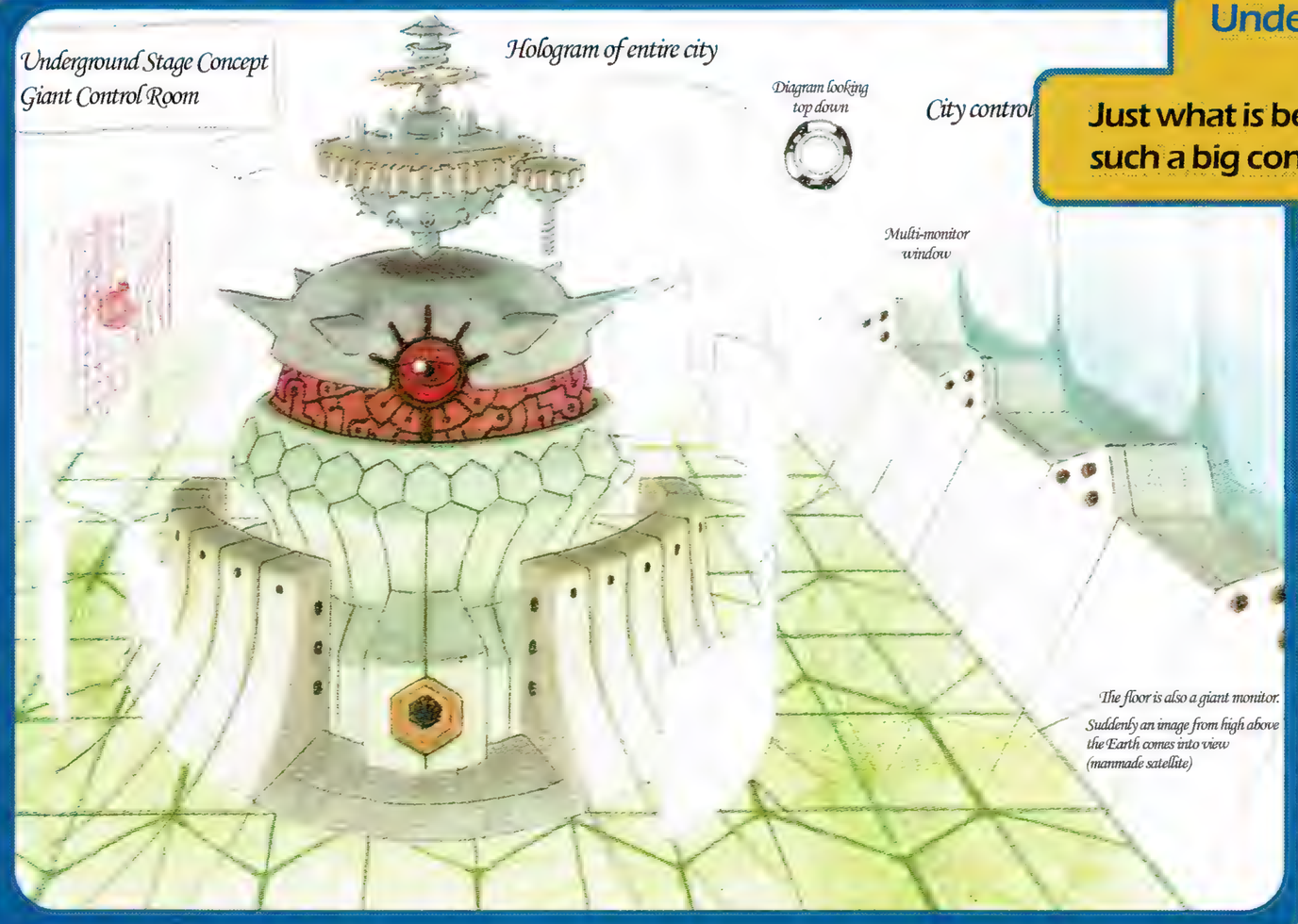
Hologram of entire city

Diagram looking top down

City control

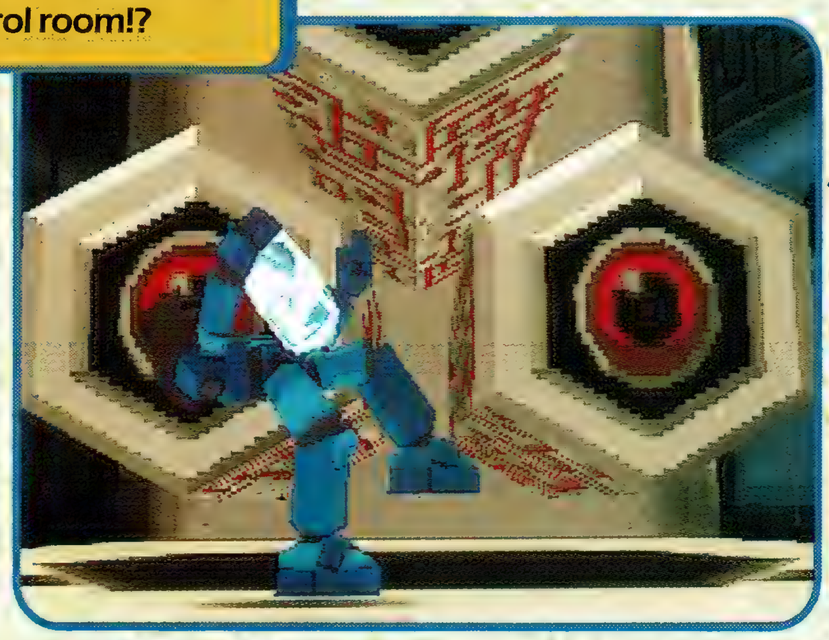
Multi-monitor window

The floor is also a giant monitor. Suddenly an image from high above the Earth comes into view (manmade satellite)



Underground Stage Concept

Just what is being controlled in such a big control room!?



Many dungeons have a three dimensional layout. Be sure to watch your surroundings!

STAY ALERT! A MOMENT'S NEGLECT CAN COST YOU YOUR LIFE!

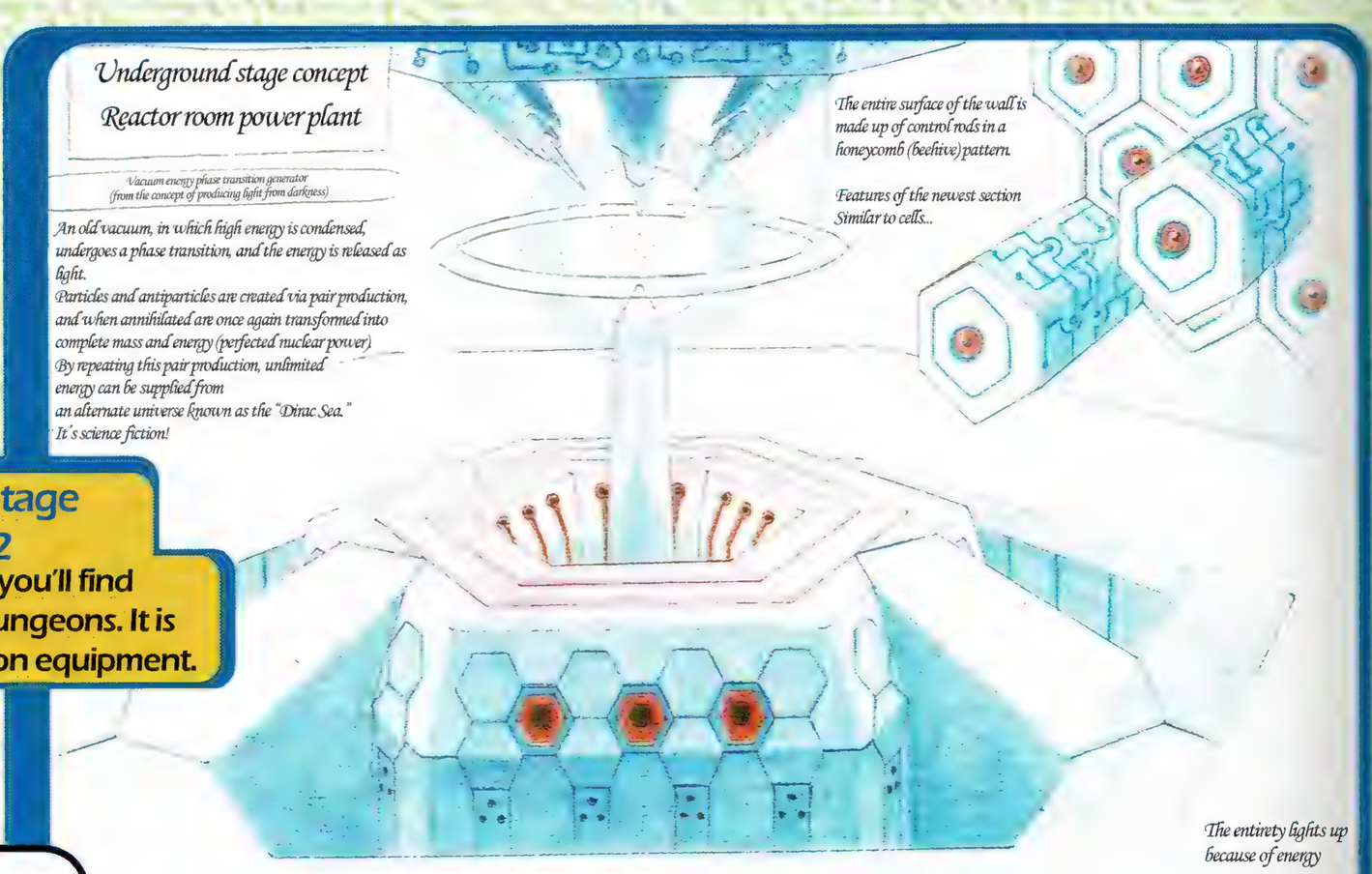
SWARMING WITH REAVERDS

It goes without saying that the greatest enemy you'll encounter in the dungeons are Reaverds! From those that walk on two legs, to those that fly around, to those that you can't even see, there are all types inside. If you only focus on the traps in ruins, you'll be swiftly done in.

Underground Stage Illustration 1

What could be lying in wait in the deepest parts of the dungeon?

You'll often find powerful Reaverds waiting for you just before the farthest deep room.



Underground Stage Illustration 2

The greatest treasure you'll find hidden away in the dungeons. It is high-energy generation equipment.

Explorations can be deadly, so don't let your guard down!

Find the starter and get the giant deflector!

IF YOU'RE GOING TO RISK YOUR LIFE, GO FOR THE BIGGEST PRIZE!

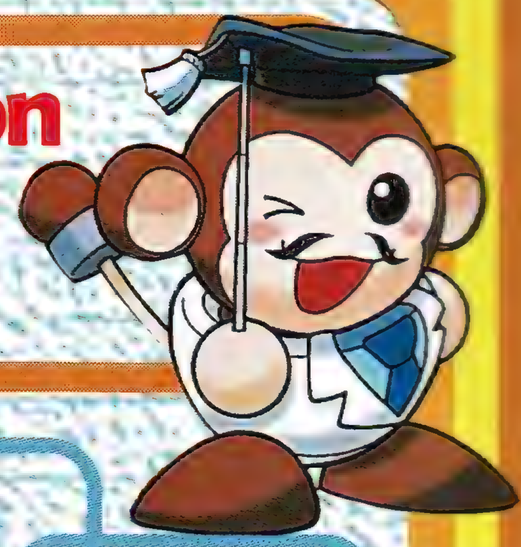
DEFLECTORS AWAIT

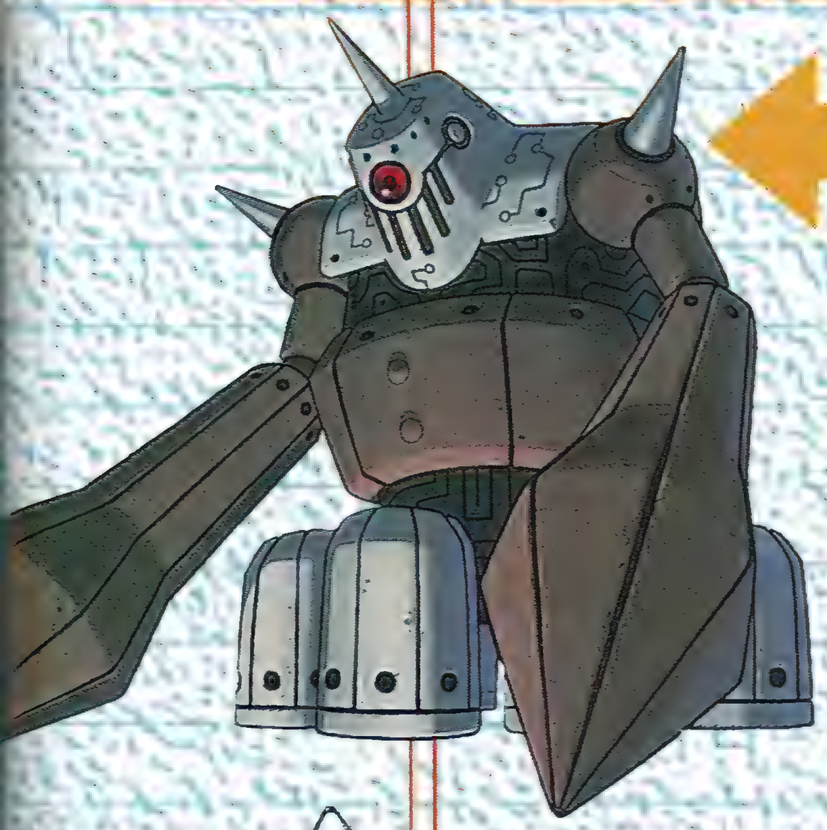
There are numerous reasons to digout, but the most common reward is deflectors. This is because they are easy to use as money. What's more, some are large enough that they can also be used as an energy source. A large deflector at the end of a ruin is the greatest trophy.

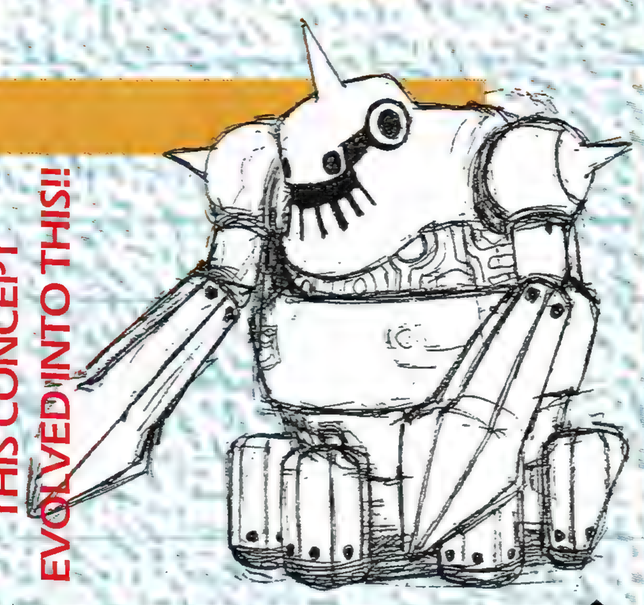
Prof. Data's UKI-UKI!! 3rd PERIOD DASH LABORATORY!!

Theory of Reaverd Evolution

Ukee! We're charging right into the 3rd period of my class~!! This time, I'll introduce you to some of the design ideas for the Reaverds~!!







THIS CONCEPT EVOLVED INTO THIS!!

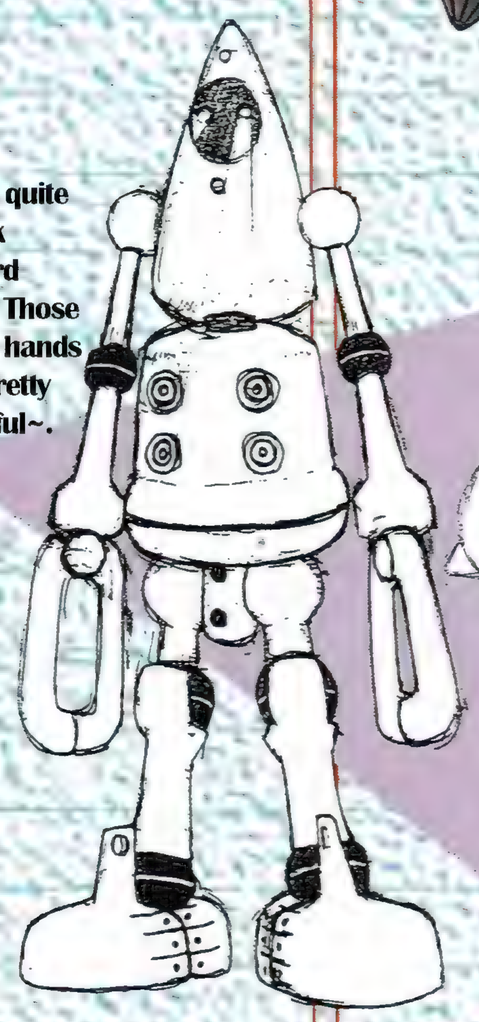
Here's the initial draft for the huge Reaverd that shows up in the sea tower and elsewhere~. You can tell where the design was headed just looking at it.

Those Reaverd things sure are scary~. In actuality, there were all kinds of ideas made for Reveards before they were decided on. I'd like to show off just a few of them to you here~. They may be different sizes but they're all still scary - it's a good thing they didn't make it into the game~.

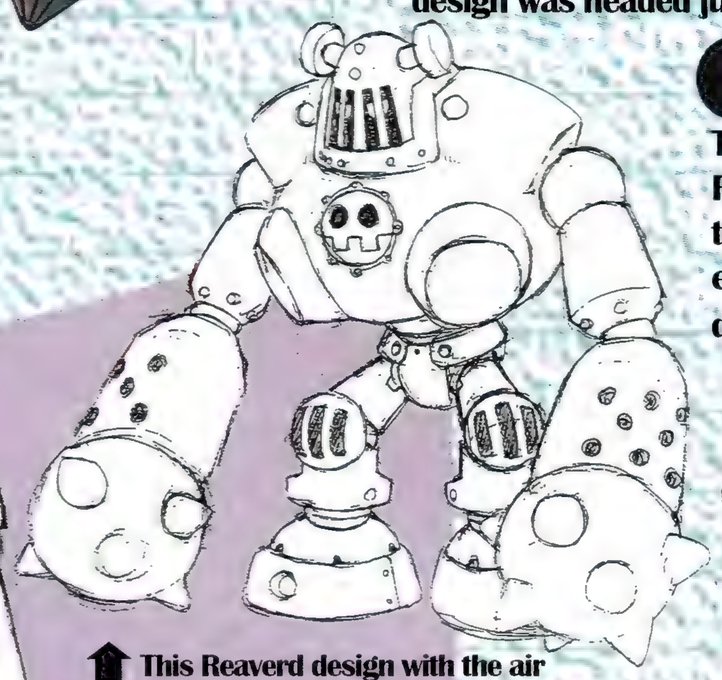
GUARDIAN DEITIES OF THE DUNGEONS: The Reaverds Come in All Shapes and Sizes!?

Giant Reaverd Ideas

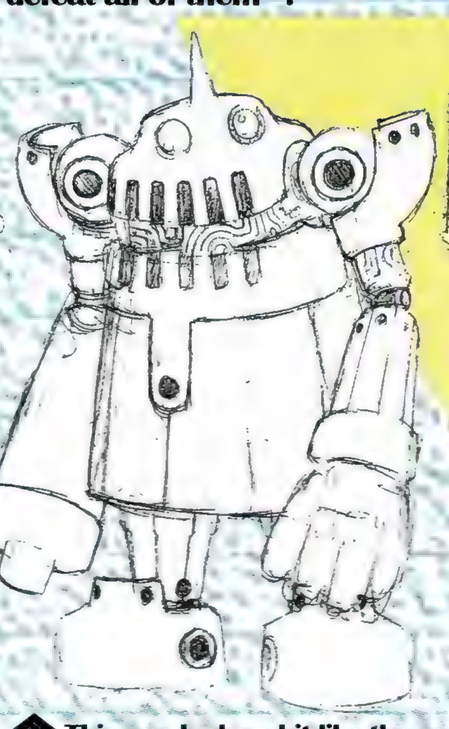
There are so many concepts for Reaverd that are dozens of times bigger than Rock. I can't even begin to imagine how he'd defeat all of them~.



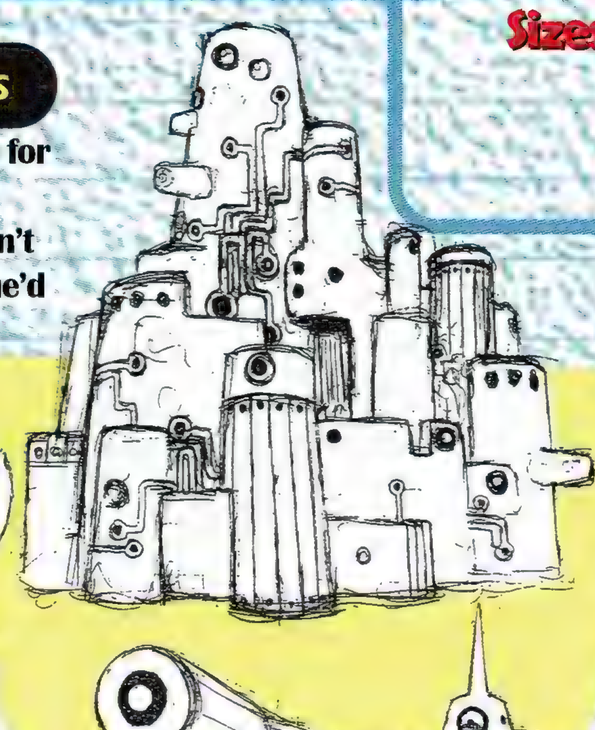
This is quite a sleek Reaverd idea~. Those pincer hands look pretty powerful~.



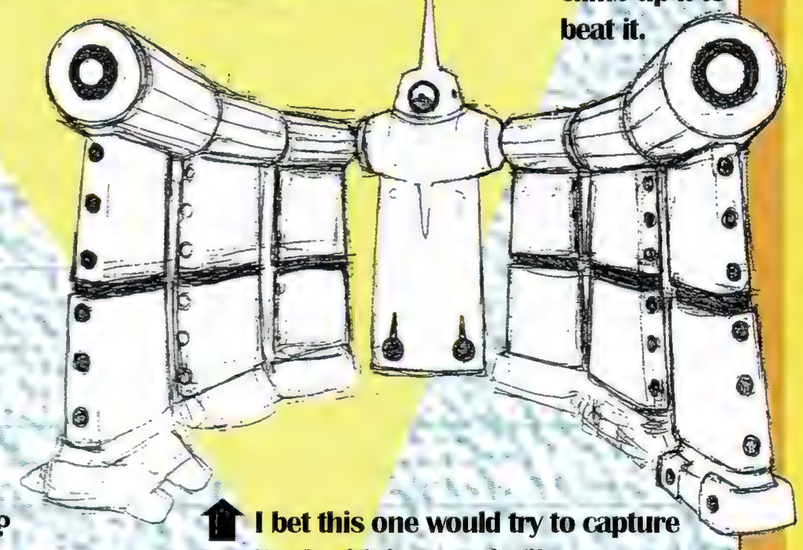
This Reaverd design with the air pirates' emblem is precious~. Must have been from the beginning of development~.



This one looks a bit like the sea tower Reaverd.
Is that a Rock Buster on its arm?



This one looks like a fortress~. Seems like there was an idea for Rock to have to climb up it to beat it.



I bet this one would try to capture Rock with its curtain-like arms~. I wonder how to beat it.

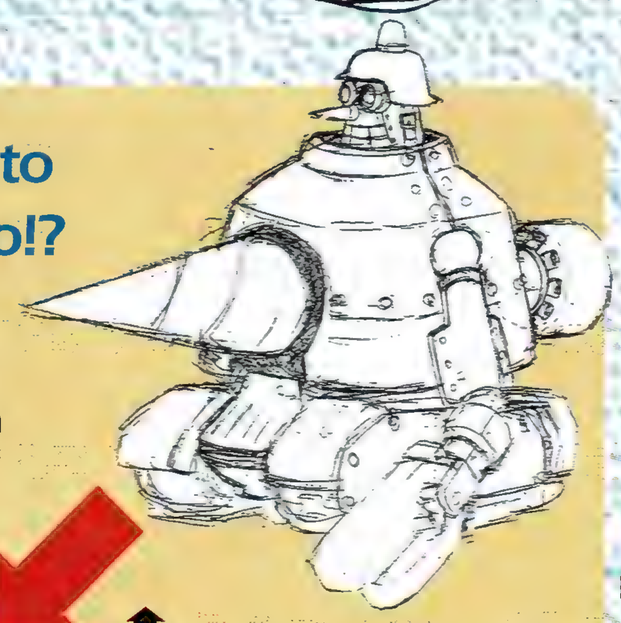
Seems they were considering an assassin type~. I wonder if it's hiding a gun~.

Humanoid Reaverd Ideas

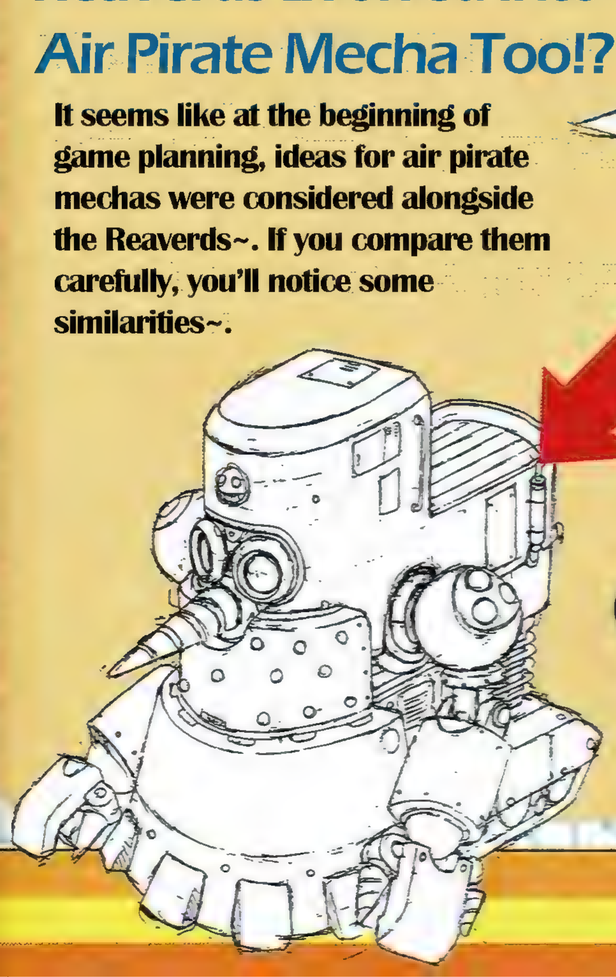
These are Reaverds that are people-shaped. While they are humanoid, there's tanky ones, lanky ones, and everything else in between~.

Reaverds Evolved Into Air Pirate Mecha Too!?

It seems like at the beginning of game planning, ideas for air pirate mechas were considered alongside the Reaverds~. If you compare them carefully, you'll notice some similarities~.

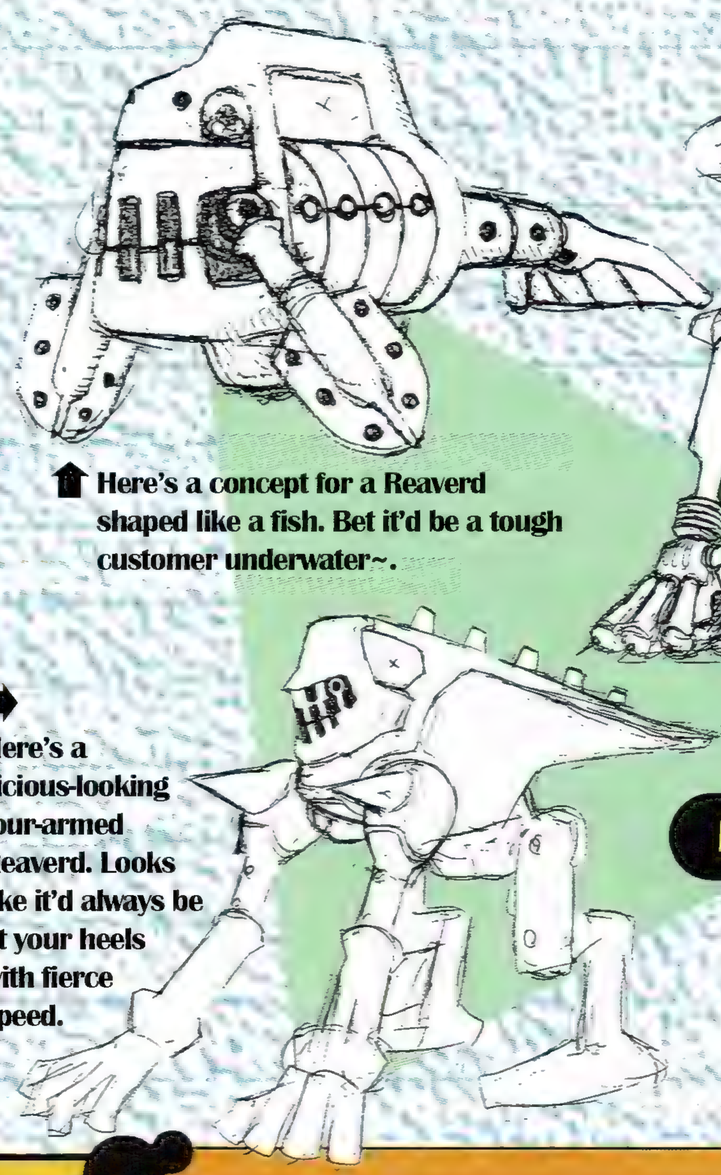


Here's a cheerful - looking one~. Let's compare it with this mecha.



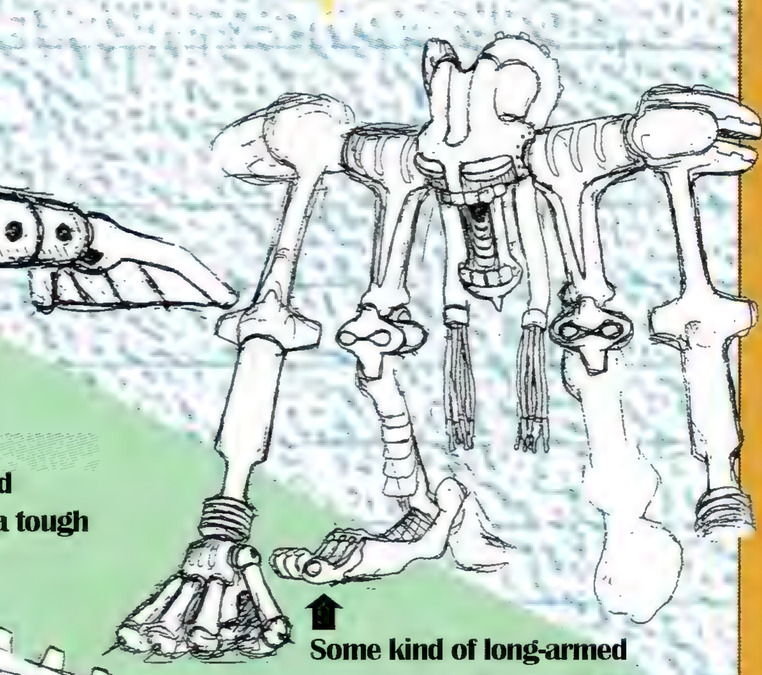
Maulwürf

The above Reaverd design evolved into the pirates' Maulwürf, huh.



Here's a concept for a Reaverd shaped like a fish. Bet it'd be a tough customer underwater~.

Here's a vicious-looking four-armed Reaverd. Looks like it'd always be at your heels with fierce speed.



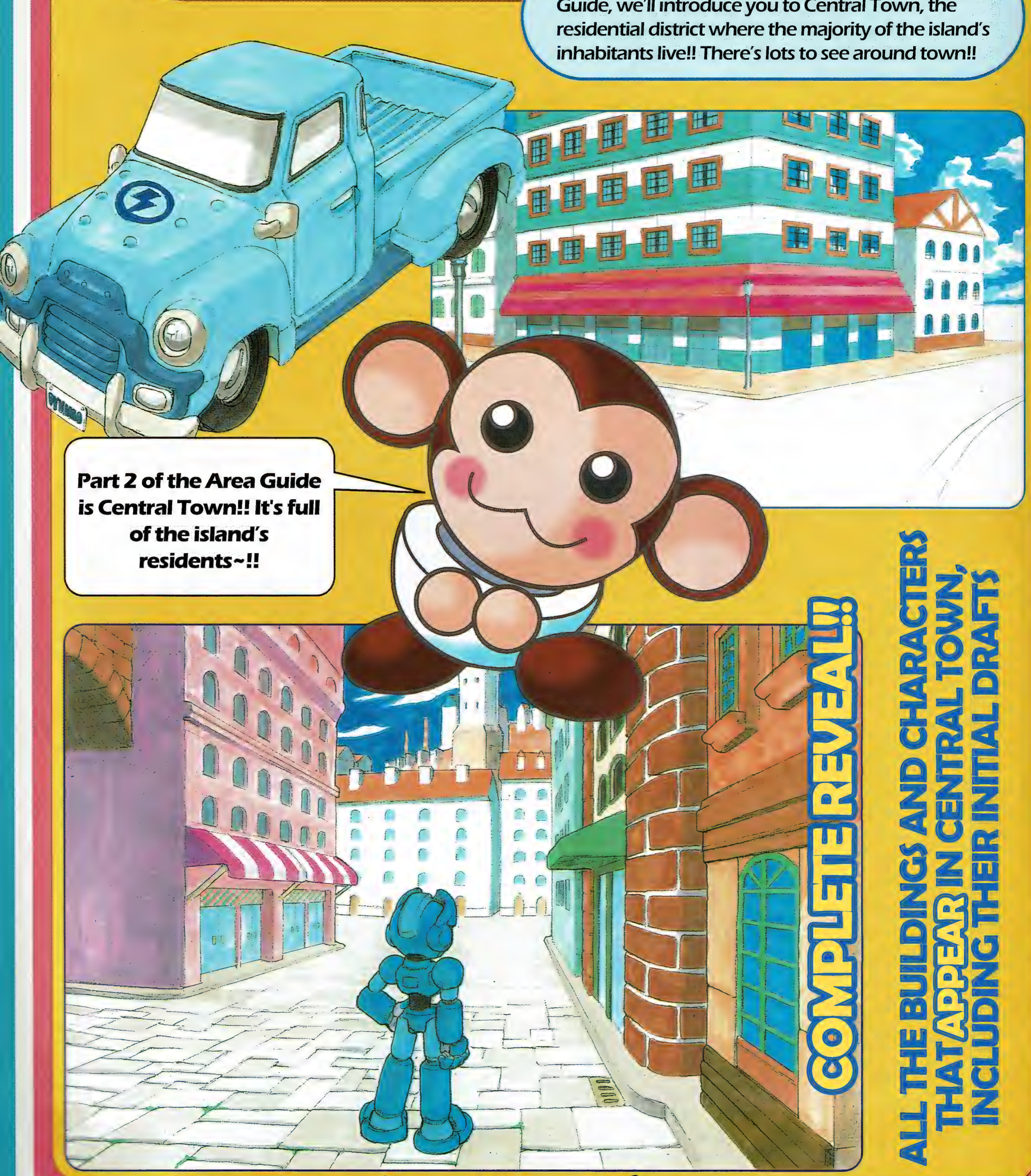
Some kind of long-armed monkey-type Reaverd? I'd hate to run into that face in a dark room~.

Beast Reaverd Ideas

These Reaverd concepts are designed after animals~. They all look so ferocious; makes you feel like you better stay away from them~.

Central Town Guide

In the second installment of our Kattelox Island Area Guide, we'll introduce you to Central Town, the residential district where the majority of the island's inhabitants live!! There's lots to see around town!!



Part 2 of the Area Guide is Central Town!! It's full of the island's residents~!!

COMPLETE REVEAL!!

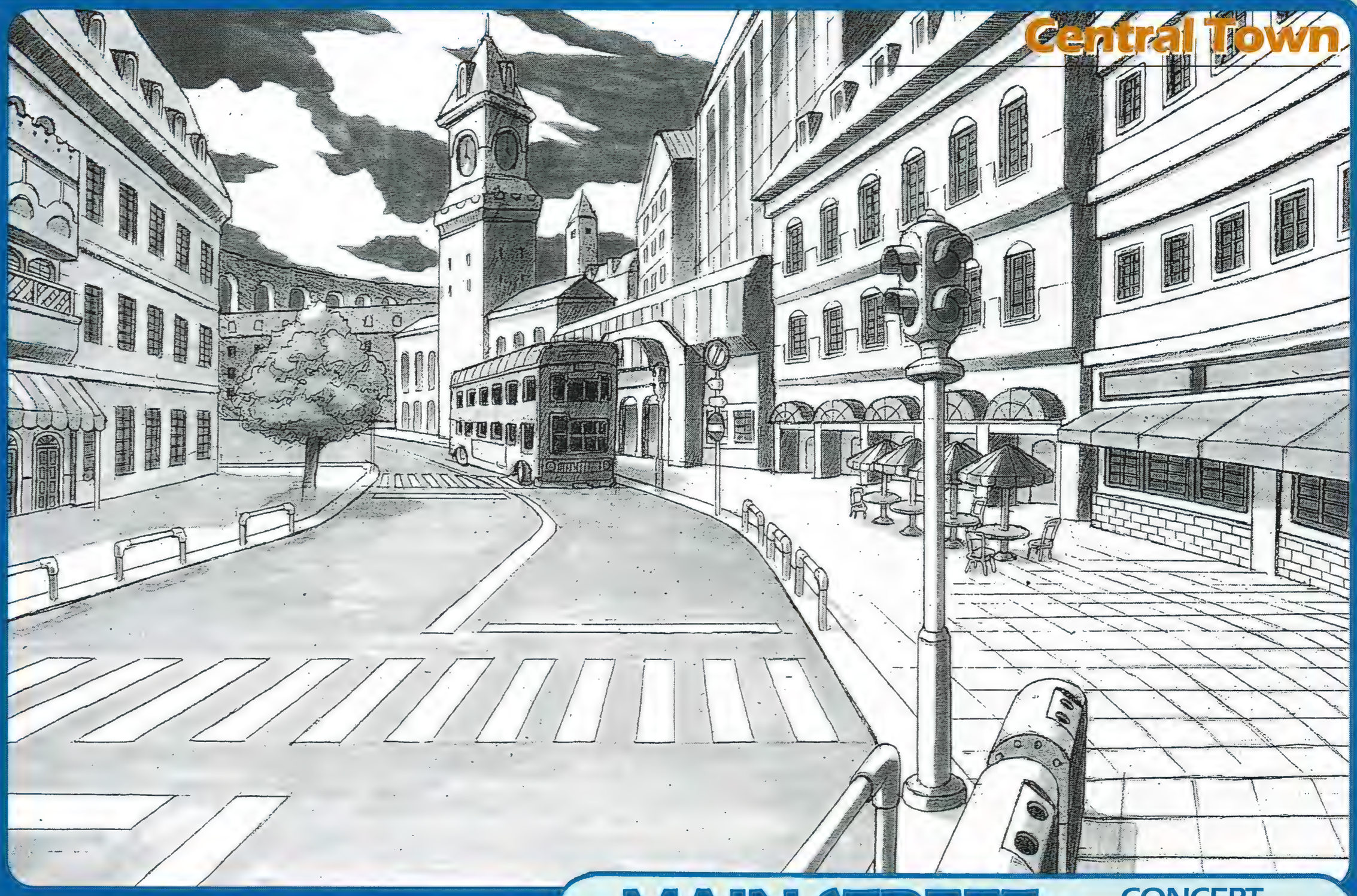
ALL THE BUILDINGS AND CHARACTERS THAT APPEAR IN CENTRAL TOWN, INCLUDING THEIR INITIAL DRAFTS

The peaceful residential area where the majority of people on Kattelox Island live

CENTRAL TOWN

Central Town is the quiet residential area where the majority of the island's inhabitants reside. You need a citizen's ID card to enter.

Central Town



MAIN STREET CONCEPT DRAWING

When considering the image of what Central Town is like, it does have a bit of a European feel.

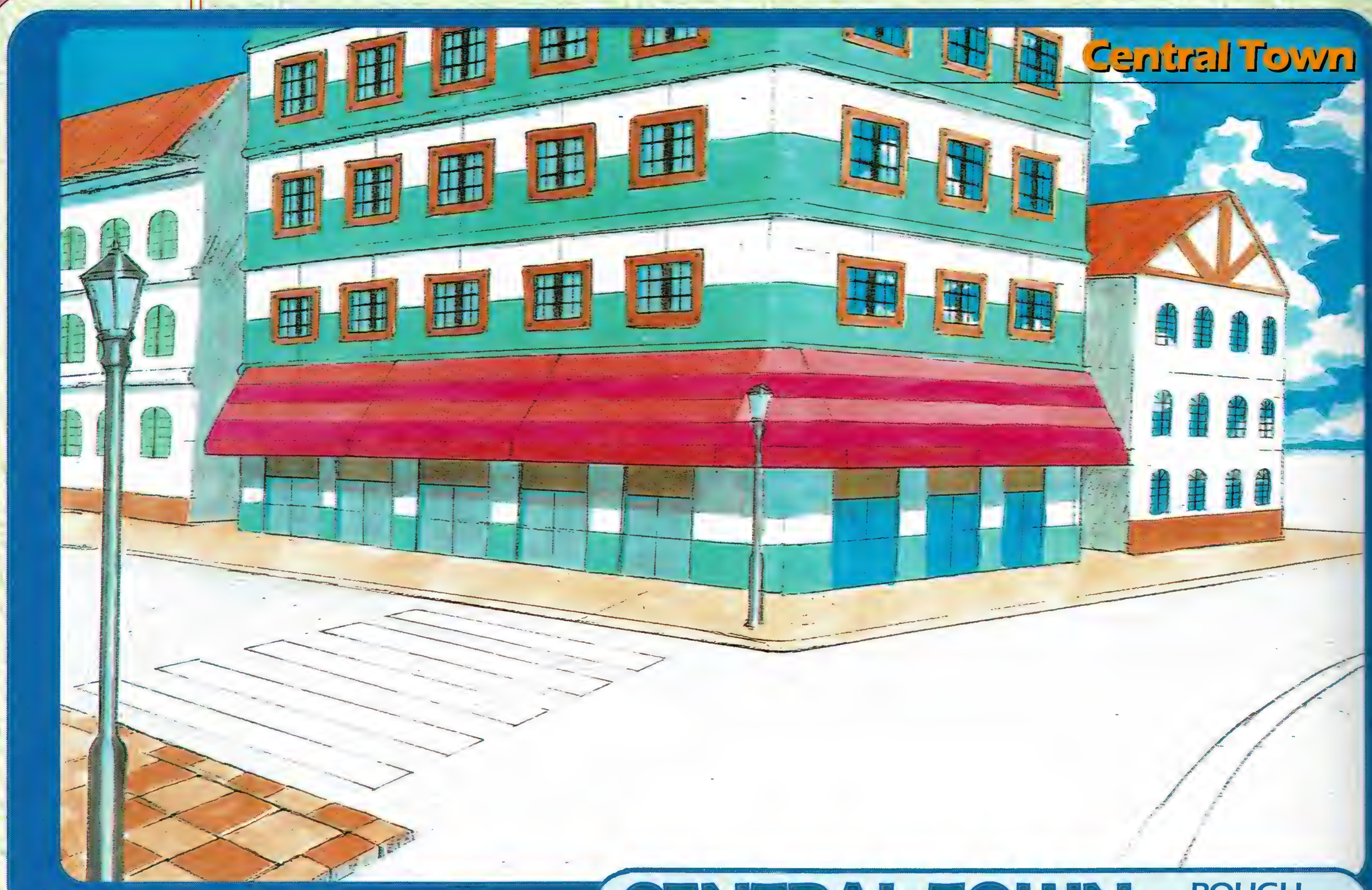
The History of Central Town

With its many middle-class families, Central Town has a peaceful air surrounding its environs and residents. Even when the air pirates invade, the residents do not take up arms, but instead simply take shelter. However, this does not mean it's always safe. The kept-up roads see quite a bit of auto traffic, so you should be careful when you're crossing the street.

Nice Items You'll Find in Town!

Throughout town you'll come across vending machines with beverages here and there, selling Oronamin C for 100 zenny. It also looks like they have Java Tea and Pocari. It doesn't appear you can buy those.

There's a garbage can right by to toss your empty bottles and cans. Let's keep our town clean.



CENTRAL TOWN

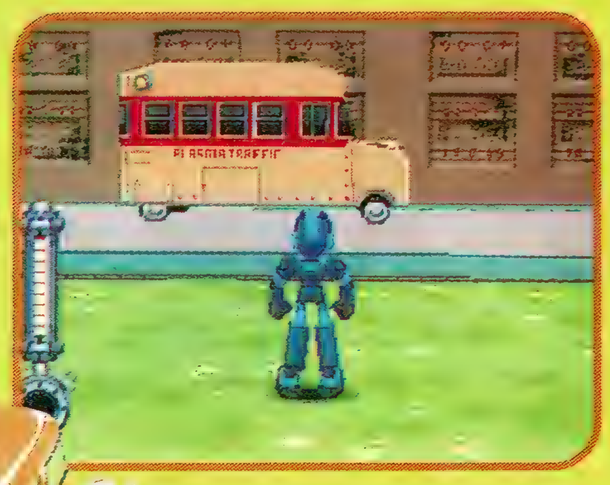
ROUGH IDEA

A very residential area without a single shop in sight. Everyone likely does their shopping at Apple Market.

Nice Items You'll Find in Town!

Vehicles Cruise Around Town, and There's Even Bus Stops!

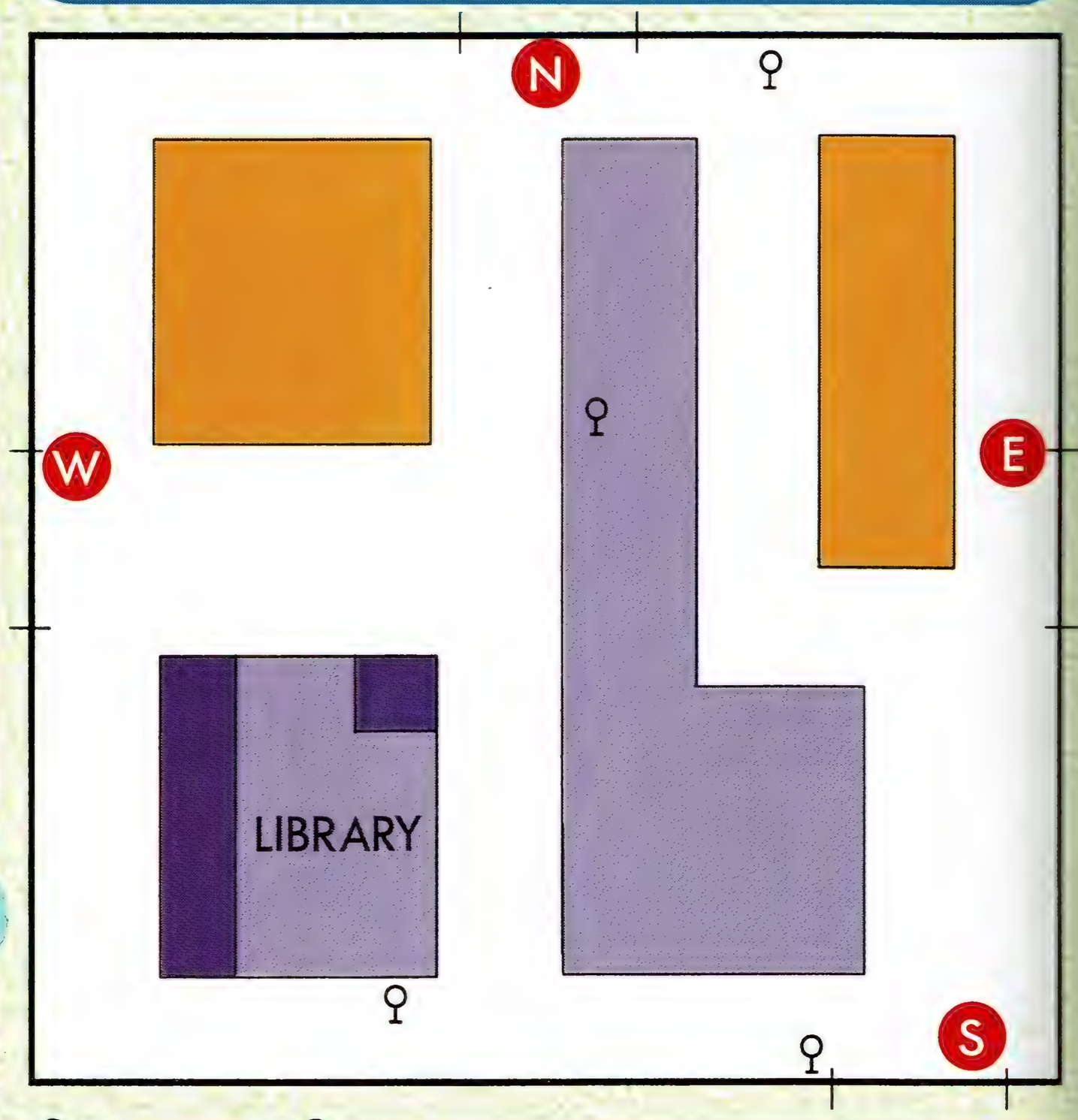
While it may not look like a very big town, Central Town has buses running. They don't commute to other areas, but it still looks like people are using them. Truthfully it seems like a bicycle would be more useful than a vehicle in this town.

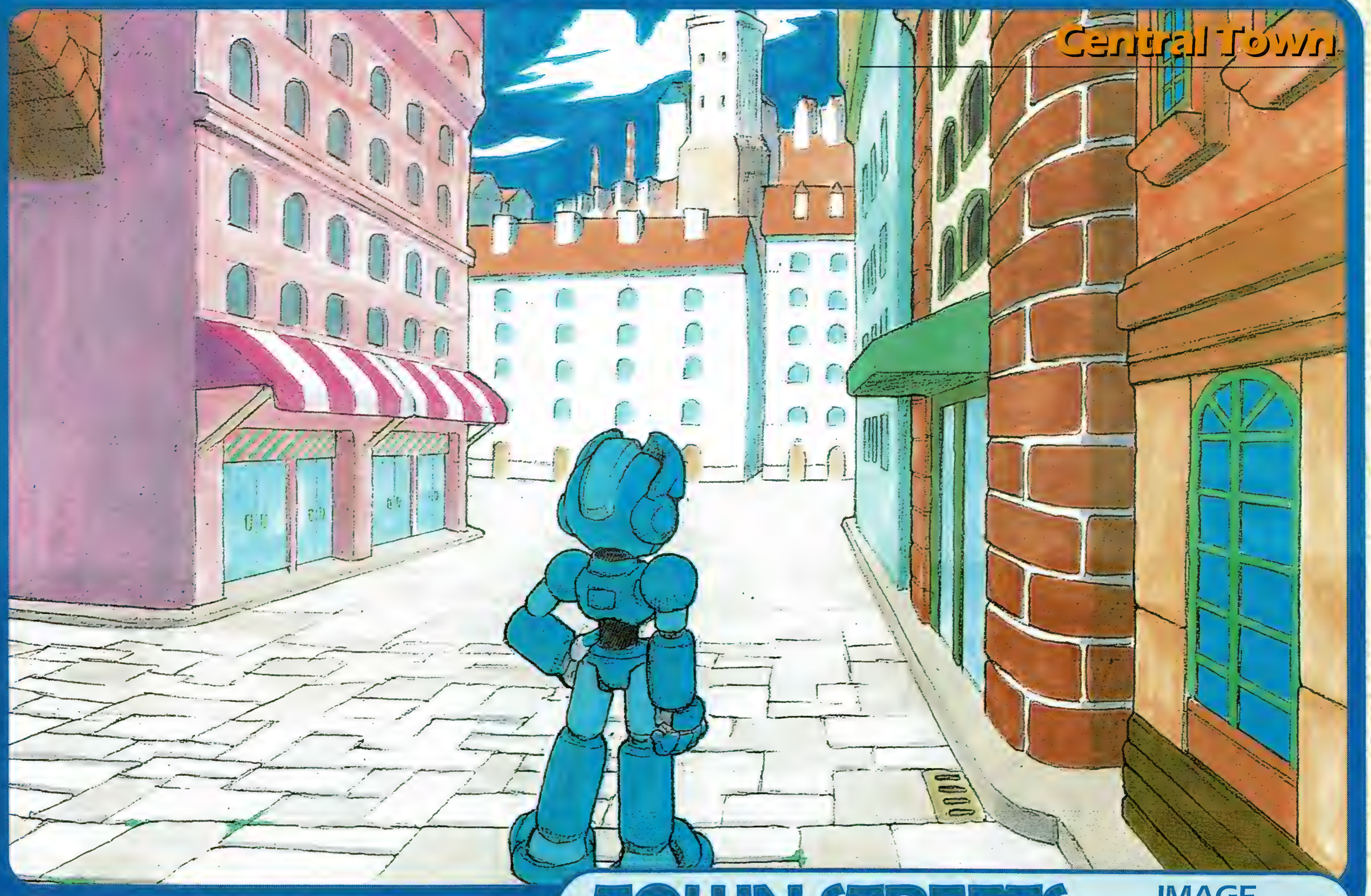


If you jump with just the right timing, Rock can ride on top of the bus!

The vehicles running in this town all appear to be old models. But they appear to run fine, so they fit the laid-back nature of Central Town pretty well.

Town Map





TOWN STREETS

IMAGE CONCEPT

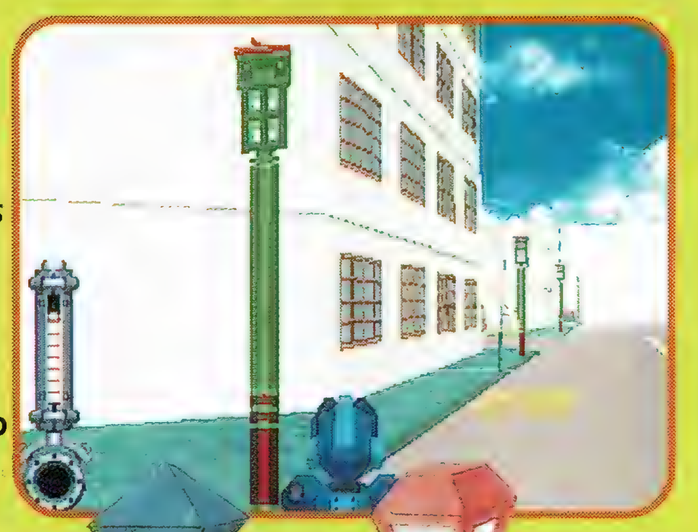
Rock standing in thought at a street corner. Maybe he's thinking of living quietly with Roll and Gramps.

Nice Items You'll Find in Town!

The Electric Lamps Are Indispensable for the Town at Night.

There are numerous street lights around town. They're neatly designed and give a bit of a classic feel. Though, your adventure will always take place during the day, never at night. It's a shame you don't get to see the town lit up beautifully at night.

Walking down main street, you'll see countless street lights lined up. Would be great to see them all lit up at night.



These street lights have a classic feel, matching the town's atmosphere well. It looks like there are different designs.

HIGHLIGHTS SO FAR #1

All around town you'll find things that are there for the residents, from street lamps and post boxes to flower gardens. It certainly has a very lived-in atmosphere. Though as you'd expect, there are no power lines strewn about like in Japan.

The Streets Feel Full of Life

Apartment Complex

Although these are pretty big apartments, the triangular roofing doesn't make them seem too bulky. They look as if they would have attics.

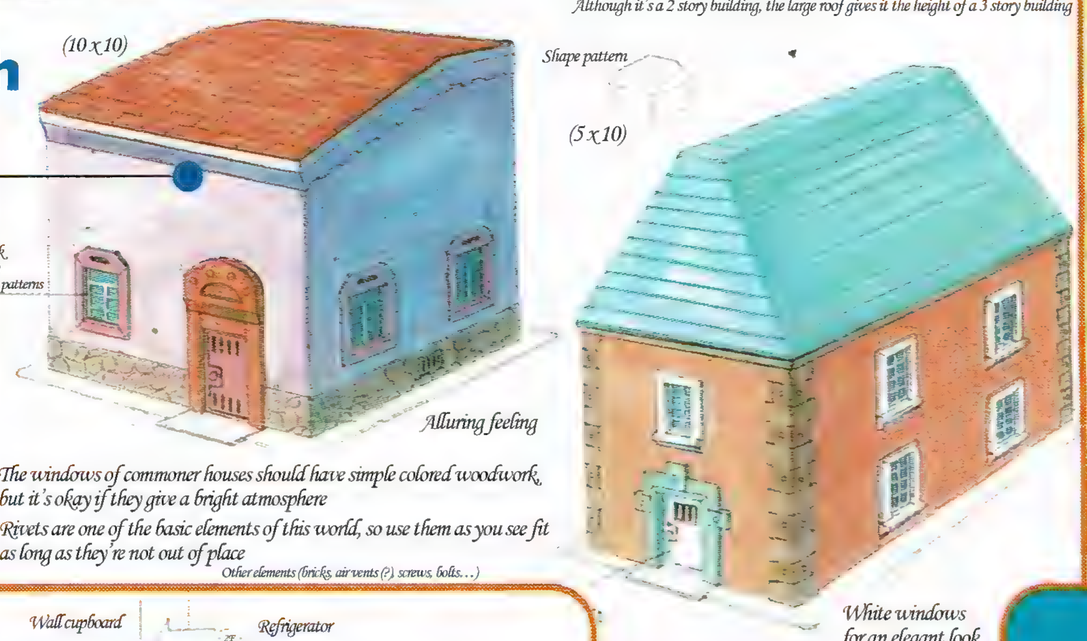
House Rough Concept

There are a variety of rough concepts of private houses drawn up. True recreations of daily life could come to light here.

NPC House Basic Model Concept

The colors are for reference. It's alright to use a variety.

Although it's a 2 story building, the large roof gives it the height of a 3 story building



- The windows of commoner houses should have simple colored woodwork, but it's okay if they give a bright atmosphere
- Rivets are one of the basic elements of this world, so use them as you see fit as long as they're not out of place

Other elements (bricks, air vents (?), screws, bolts...)

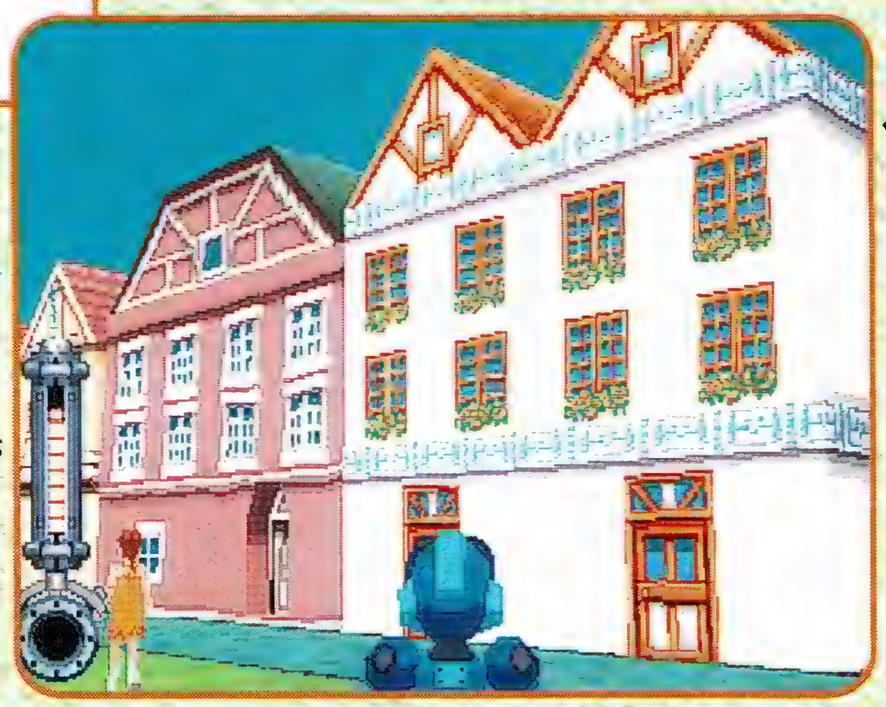
HIGHLIGHTS SO FAR #2

Don't Overlook These House and Home Interiors Drawn in Intimate Detail!

There are so many kinds of buildings like houses in Central Town, it's a pleasure just to see them all. Also, if you listen up by the door to a house, you can catch different bits of gossip. If you take your time walking around and checking out the buildings, you just might find something new.

House Rough Concept

During the planning stages, concepts as far as the interior of houses were drafted. Detailed layouts like this really give the impression someone lives here!!

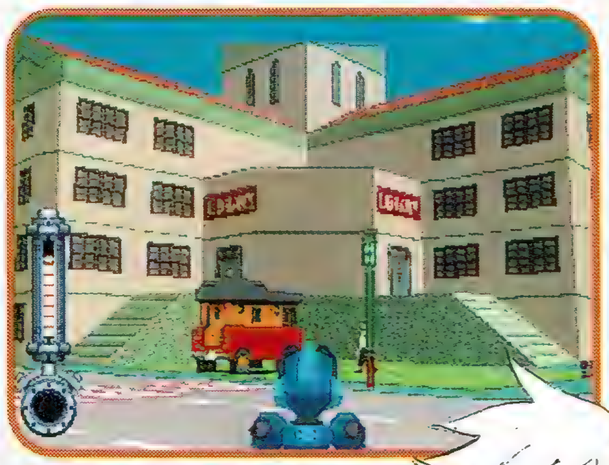


Every single roof, window, and door is unique. Sometimes it's nice to take a stroll and listen to the people in town.

Recommended Spots In Town!

LIBRARY

The library in Central Town keeps in store all variety of books, from history to manga, and even stuff a bit on the adult side. A bookshelf taller than a person filled to the brim with dirty magazines, it's certainly incredible to imagine.



There are seats for people to sit down and read, but why isn't anyone using them?

You can't enter past the reception desk. Must be some pretty important books there. Maybe Rockman manga?

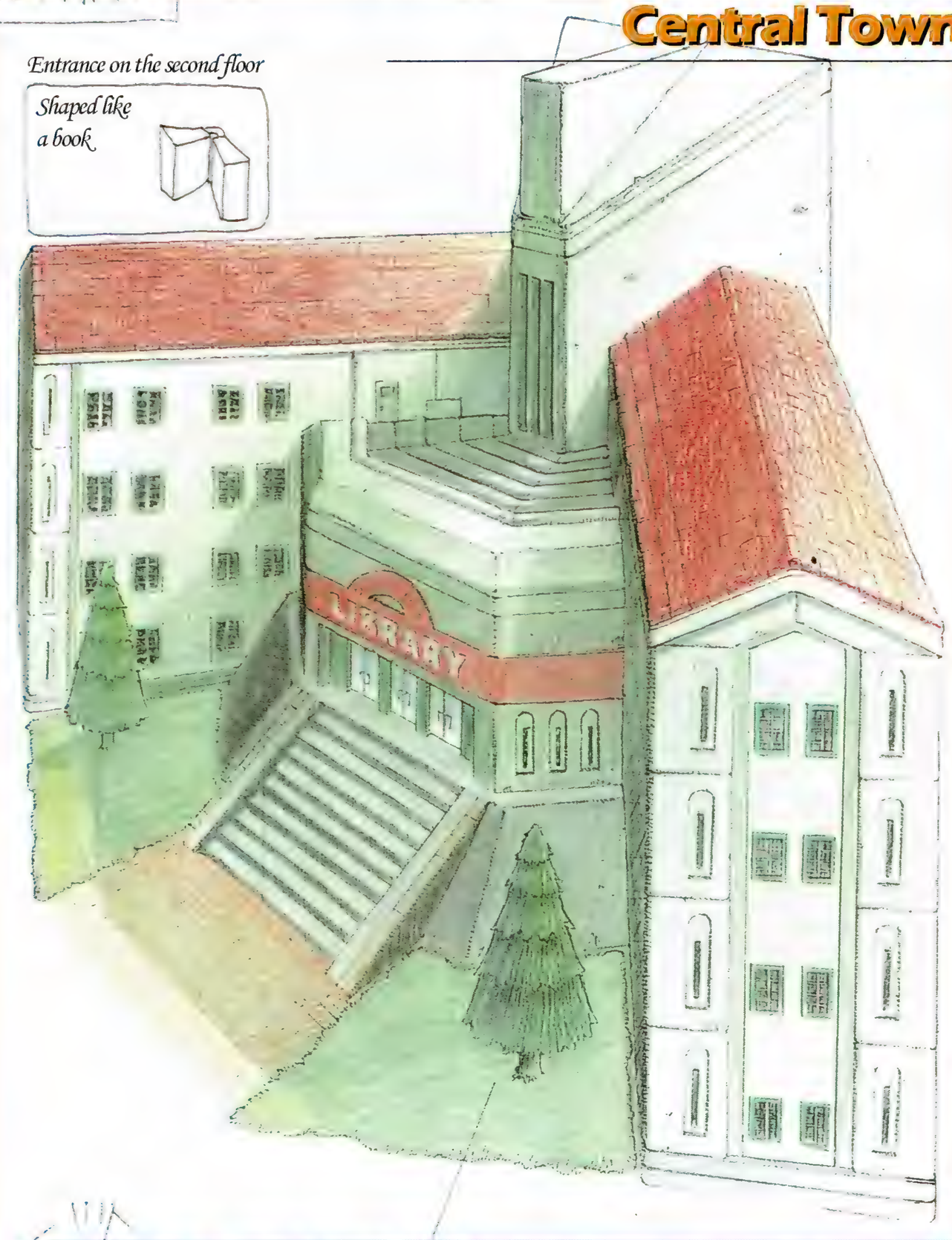
Reception Lady

A brave woman willing to sacrifice her life for a book. Perhaps a bit reckless?

Entrance on the second floor

Shaped like a book

Central Town



LIBRARY CONCEPT ILLUSTRATION

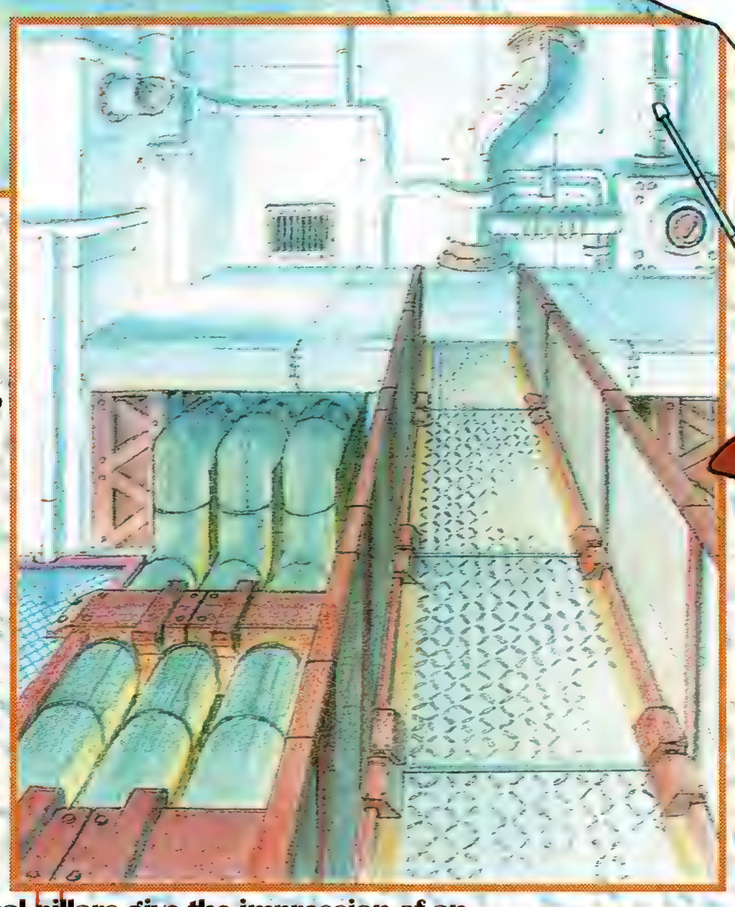
Within the residential district, the sole public services building standing is the library. It's also a place residents can relax.

Prof. Data's UKI-UKI!! 4th PERIOD DASH LABORATORY!!

Underground Ruins Concept Research

The 4th period of class is about the interior design of the ancient ruins~. There's not gonna be any school lunch after class~.

A ruin concept like a building passage~. With the vents and such, it looks pretty modern~.

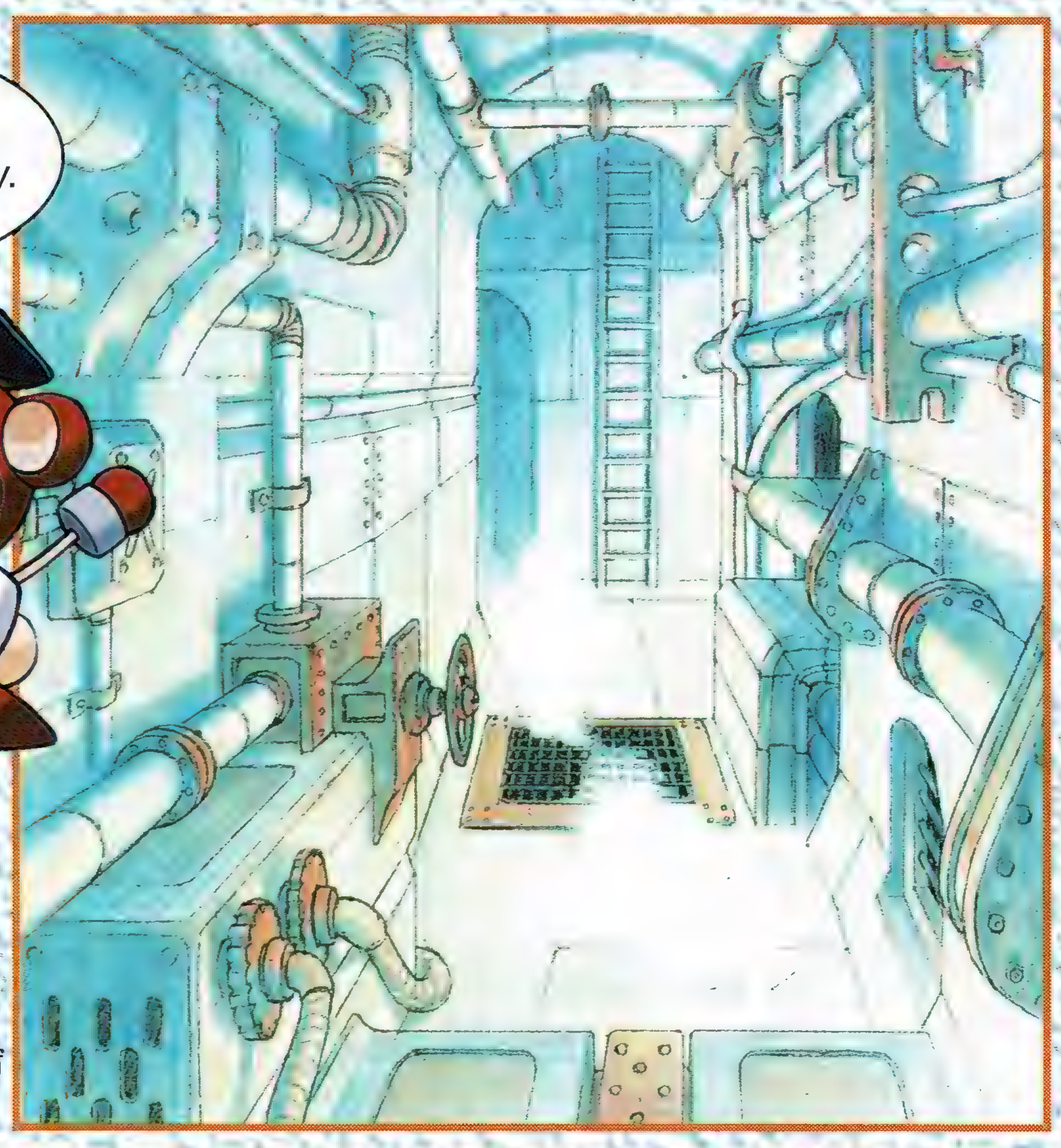


A concept image of a passage with large pipes. Looks a bit like the inside of a battleship~.

Inside of the dark, spooooky ruins~. Compared with the initial design drafts, you'll see some things they share~.

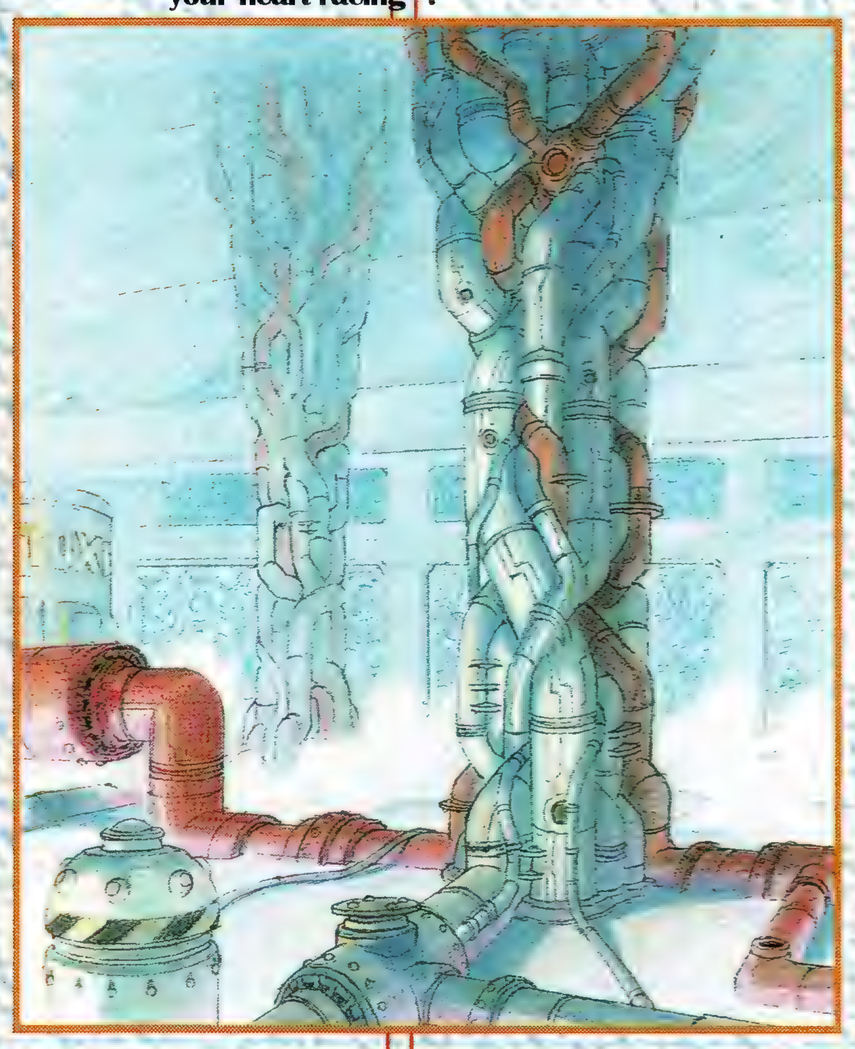
These Concepts Carried Over Into the Ruin Designs!!

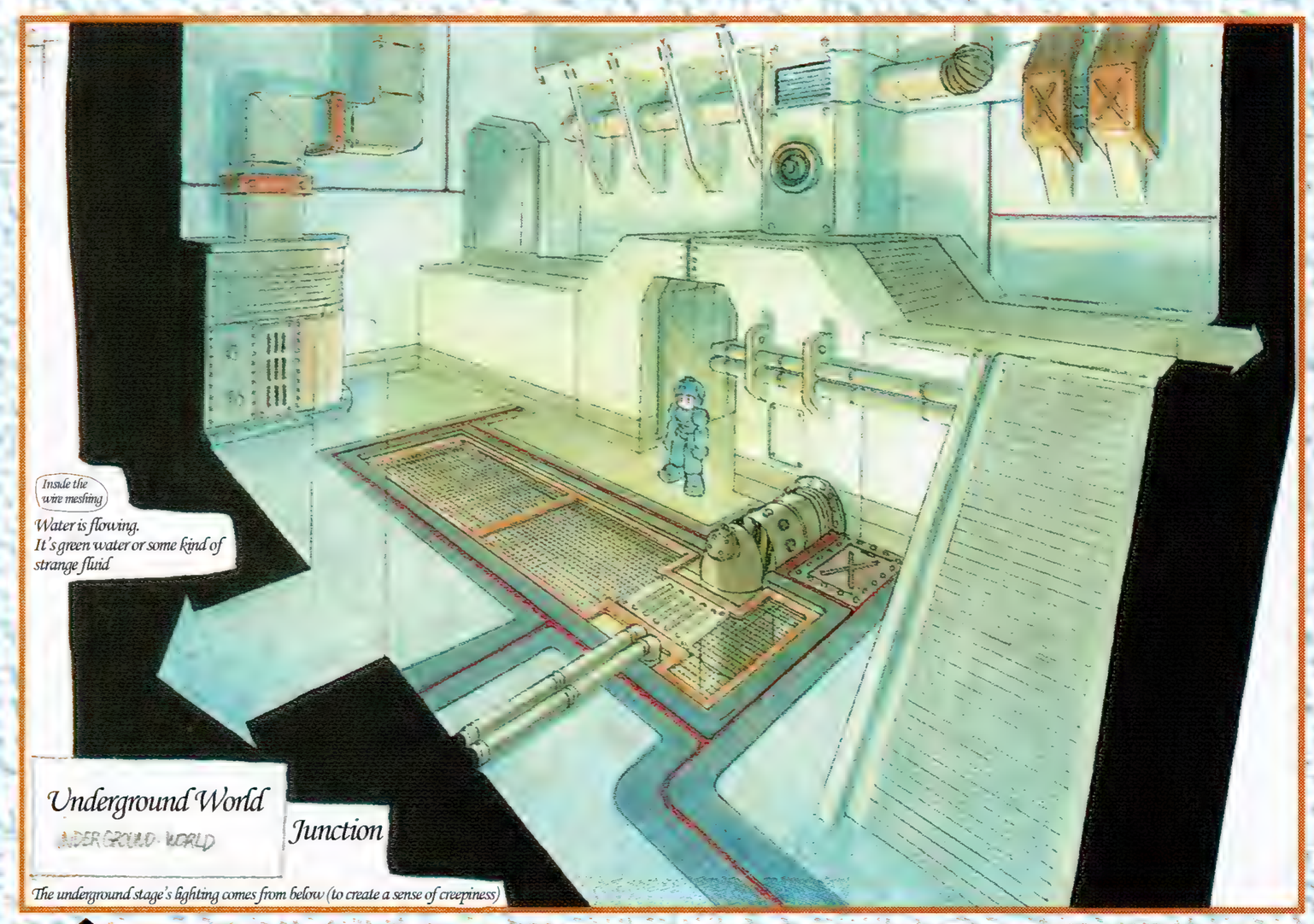
During 3rd period, we introduced the development details of the world, but there are still all kinds of initial designs for the underground ruins~. This is just a portion of the numerous concept design pieces. Each and every one influences the design of the ruins~.



A passage with pipes and ladders~. With vents and valves to boot, it looks like the inside of a building~.

The mechanical pillars give the impression of an ultra old ruin~. A dungeon like this would have your heart racing~.





Gradually it's looking more and more like what's in the game. Try reading the handwritten notes too~.

THE BONNES APPEAR!!

THE SCARY STRONG BABY BROTHER WHO HANDLES BATTLE PLANS!!

We the Bonnes, proud air pirates all, are gonna give you the straight dope on everything from our enterprises to how the Kobuns live!! These pages are a MUST SEE for all you Bonne fans!!

BON BONNE

TEISEL BONNE

Babuu.

I'm gonna show you just who the real protagonist is around here!!

THE DEPENDABLE BIG BROTHER WHO TAKES CHARGE OF COMMAND!!

I'm not gonna let Blue Boy have all the good bits!!

ROCK'S RIVALS THE BONNES COMPLETE BREAKDOWN!!

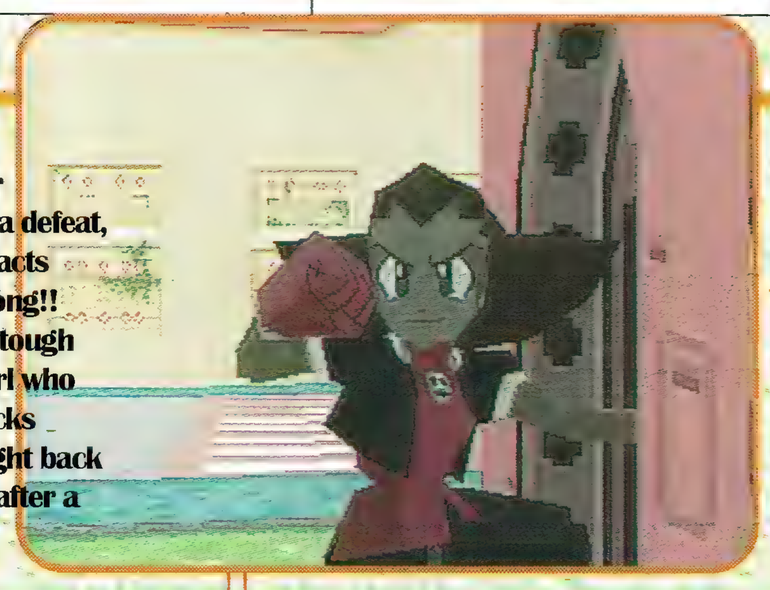
TRON BONNE

THE HOT-HEADED BIG SISTER WHO TAKES CARE OF HEAVY MACHINERY!!

KOBUNS NO. 1 ~ NO. 41

THE SLIGHTLY FEEBLE PIRATE UNDERLING SQUAD!!

AND YOU BETTER BELIEVE THIS'L BE FULLY LOADED WITH INITIAL CONCEPTS AND INFO YOU'VE BEEN WAITING FOR!!



Even after suffering a defeat, Tron still acts super-strong!! She's the tough kind of girl who always picks herself right back up again after a fall!!

Relentlessly stubborn and determined, Tron is the Bonne family's mood maker. When it comes to mechanical skill, even Roll has nothing on her. Though she's not quite sure why, Tron finds herself often thinking of Rock. Unsure of her own true feelings for him, she's still a bit childish underneath.

Pro Mechanic and Builder of Battle Mecha!!
A Somewhat Headstrong Girl Genius!!

TRON BONNE

Tron Is This Kind of Girl!

Seeing Her Proud Inventions Destroyed Makes Her Furious!!

Petulant!!

When Tron sees the darling mechas she created with her own two hands get destroyed, she flies into a rage.

Thoughts of Defeat Never Enter Her Mind!!

Self-Confident

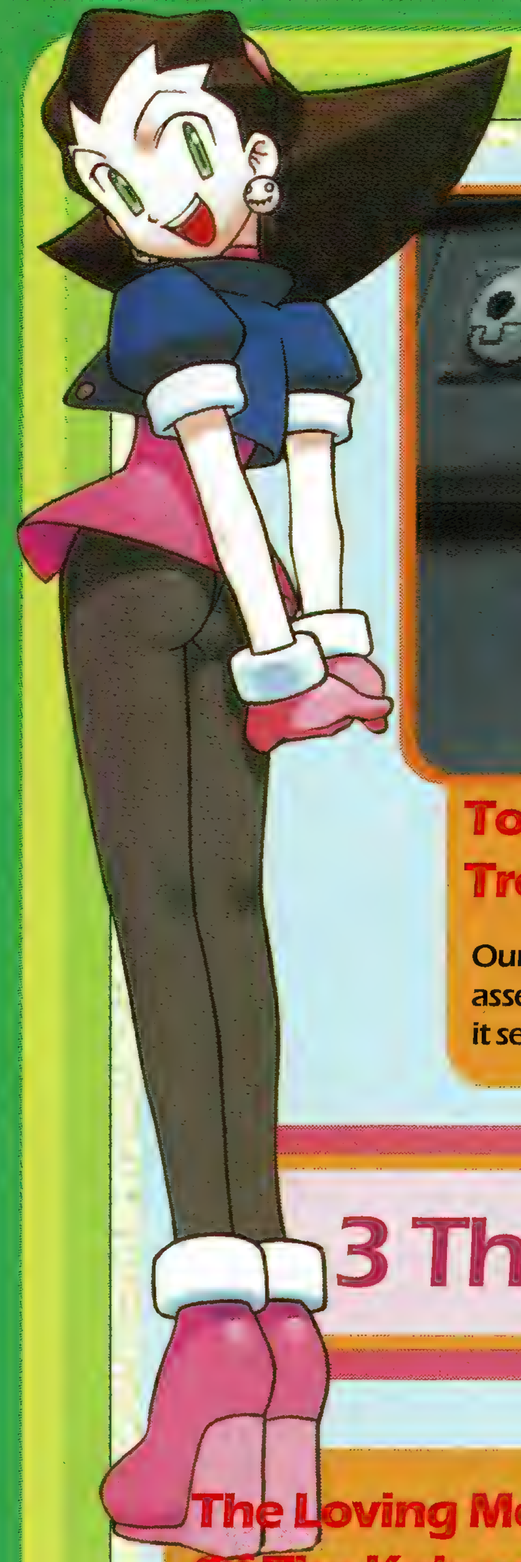
Tron is always brimming with self-confidence. Her belief that her mecha will come out on top never waivers.

Passionate!!

She has some strong feelings for Rock, but being inexperienced in the ways of love, has no understanding of what it means or why.

She Develops a Crush on Rock!?

"Everyone Knows My Inventions Are The Greatest!"



Tough As She Is, Tron Has A Phobia Of Dogs!?

Our dear Tron is always self-confident and assertive, and even a little overbearing. However it seems she absolutely cannot stand dogs!?

She Can Build Giant Mecha One After Another!!

Tron is a mechanical girl genius. Because all of the Bonne Family's mechas are created by Tron, she's often hard at work remodeling them.

Tron Was Looking Good In Rich - Girl Style Fashion!

There was a concept idea that Tron would change her appearance between the time she was walking around town and when she rides up in a giant robot, but unfortunately that wound up getting cut. Too bad, Tron was looking so cute in those glasses, wasn't she?

3 Things About Tron

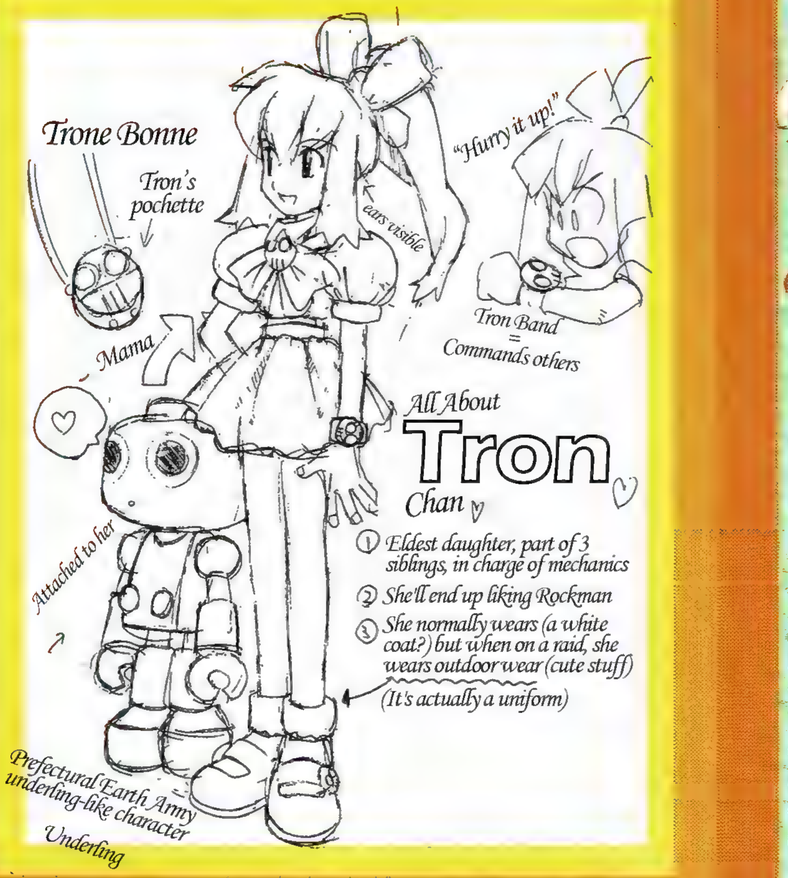
The Loving Mother Of The Kobuns!?

Even though she can be scary and sometimes punishes them for blundering things, Tron is usually tender and affectionate towards the kobuns. Because of this, they think of her as their mother.

Tron's Transformation!!

Behold!!

Freshly Revealed — The Road to Creating Tron!!

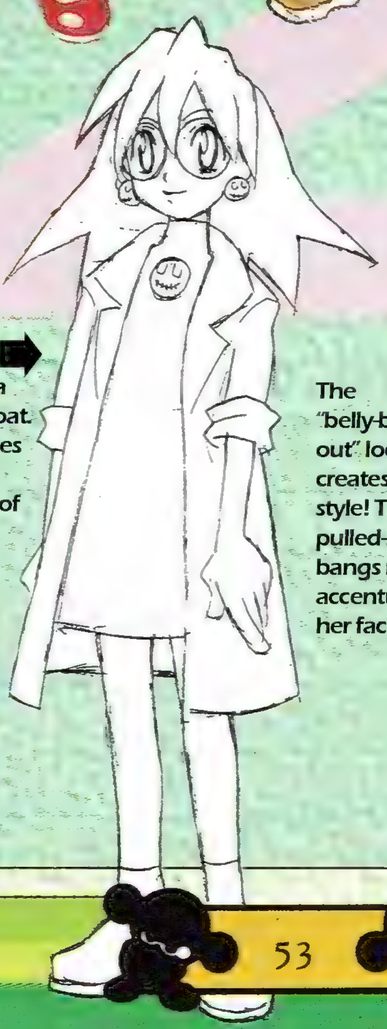


Done in magical girl style, this design features triple-braided hair behind the ribbon and a one-piece dress.

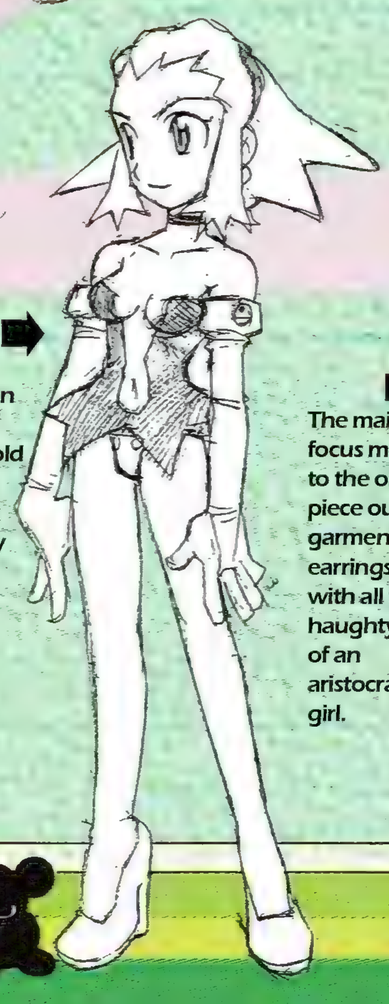
This image features an apron with a long skirt. She looks rather like a maid, doesn't she!?

With kitty ears and a tail as accessories, this is the cat-girl version of Tron.

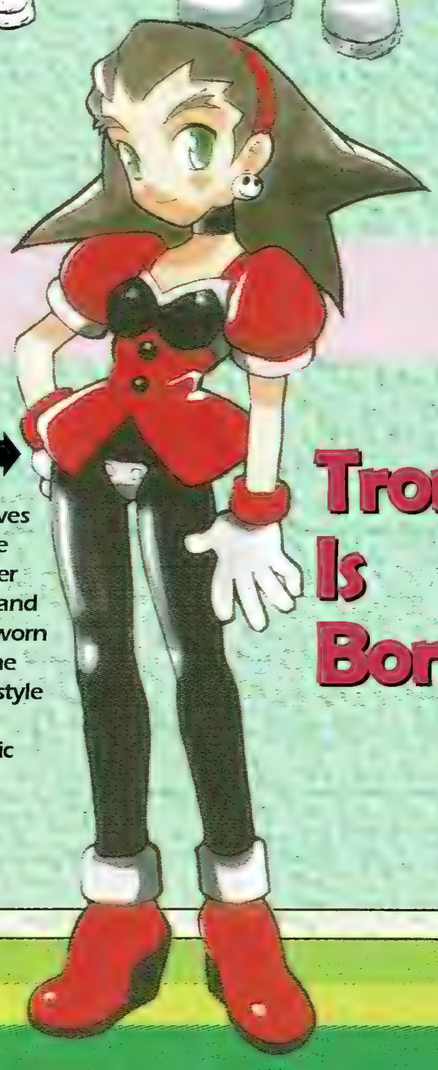
The high-legged leotard adds a touch of sexy style.



Dressed in a white lab coat. Those glasses give off an impression of quiet reverence.



The "belly-button out" look creates a bold style! The pulled-back bangs really accentuate her face.



The main focus moves to the one piece outer garment and earrings worn with all the haughty style of an aristocratic girl.

Tron Is Born!!

Tron's concept image, with a giant ribbon and folded-down socks, this battle-ready girl is accompanied by a Kobun.

TEISEL BONNE

He dreams up all sorts of plans and schemes, however they don't always meet with success.

Teisel is the oldest son of the three siblings, and therefore the support pillar for the Bonne family. At times he seems a bit rough around the edges, but when push comes to shove he's actually an excellent tactician and a fair sport. Because his body is so large and powerful-looking, you might expect him to be a tough guy who'd use force as a solution to everything–but perhaps looks can be deceiving!? It seems he's actually the intellectual type!

The Highbrowed Leader of the Air Pirates Who Shoulders His Responsibilities Seriously!

Teisel is This Kind of Guy!

Big Brother!! #1

The Older Brother Who the Other Air Pirates Depend on for Guidance!!

He takes charge of his younger sister and brother, as well as the 40 Kobuns, and directs them in their roles as sky pirates.

Big Brother!! #2

When His Family Takes a Wallop, he Won't Take It Lying Down!

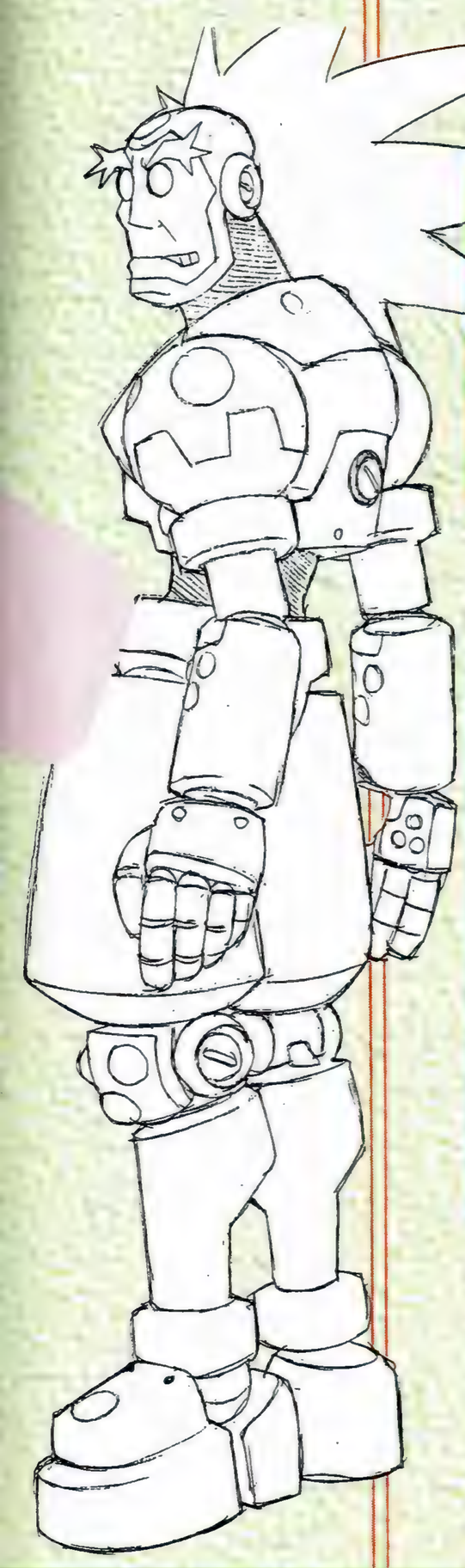
Teisel is a staunch believer in brotherly love, and gets even more worked up about the defeats of Tron and the others than he gets about his own losses.

Books!!

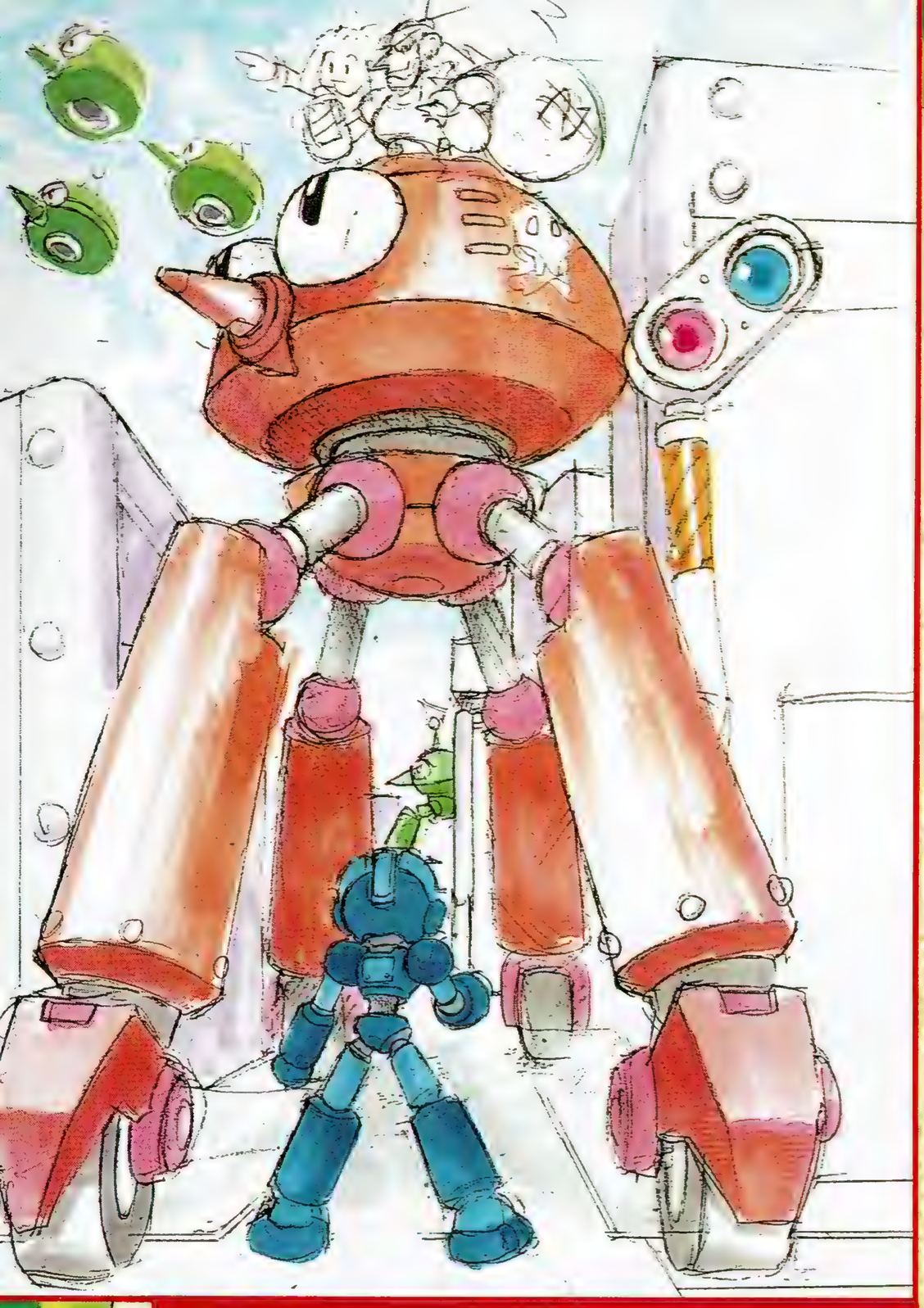
Teisel's room is covered with books, with subjects ranging everything from business principles to manga.

Surprisingly, He's Actually a Bookworm! He's Also a Huge Fan of Anime!

To help cope with the sadness of his parents' death, Teisel has become a total anime enthusiast!



"This Time, Not Even That Blue Boy Will Be Able To Stop Us!"



3 Things About Teisel

A Cool Strategist Who Can Calmly Plot Out Battle Plans!!

Teisel is far brainier than he appears. Drawing up precisely detailed scenarios, he always strives to keep his family out of serious danger.

A Highly Skilled Pilot Of Mecha!?

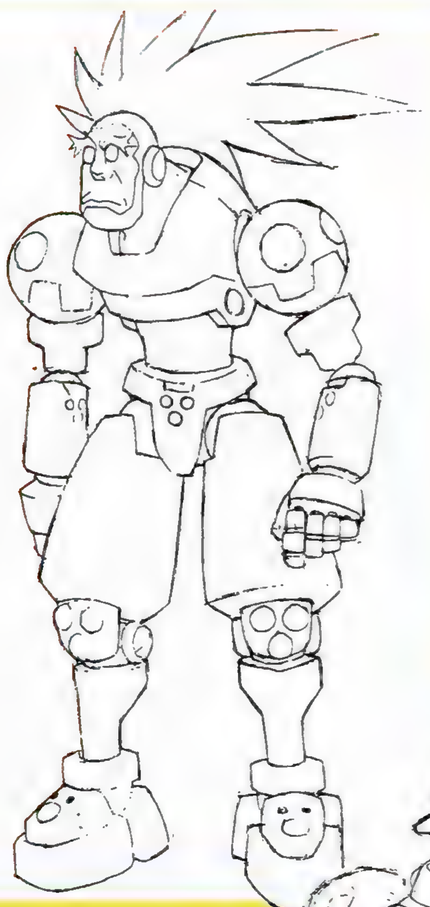
Teisel often uses his mind as his weapon, but in times of combat, he shows a whole other side of himself! Taking great pride in his operation of their airship and giant mechas, he also likes to take the lead when it comes to plundering treasure.

Post-Operational Meetings Are A Must!!

Never wanting to make the same mistake twice, it's Teisel's style to hold a review meeting after the end of every operation. By assessing their strengths and weaknesses, the Bonne Family will grow to be the best.

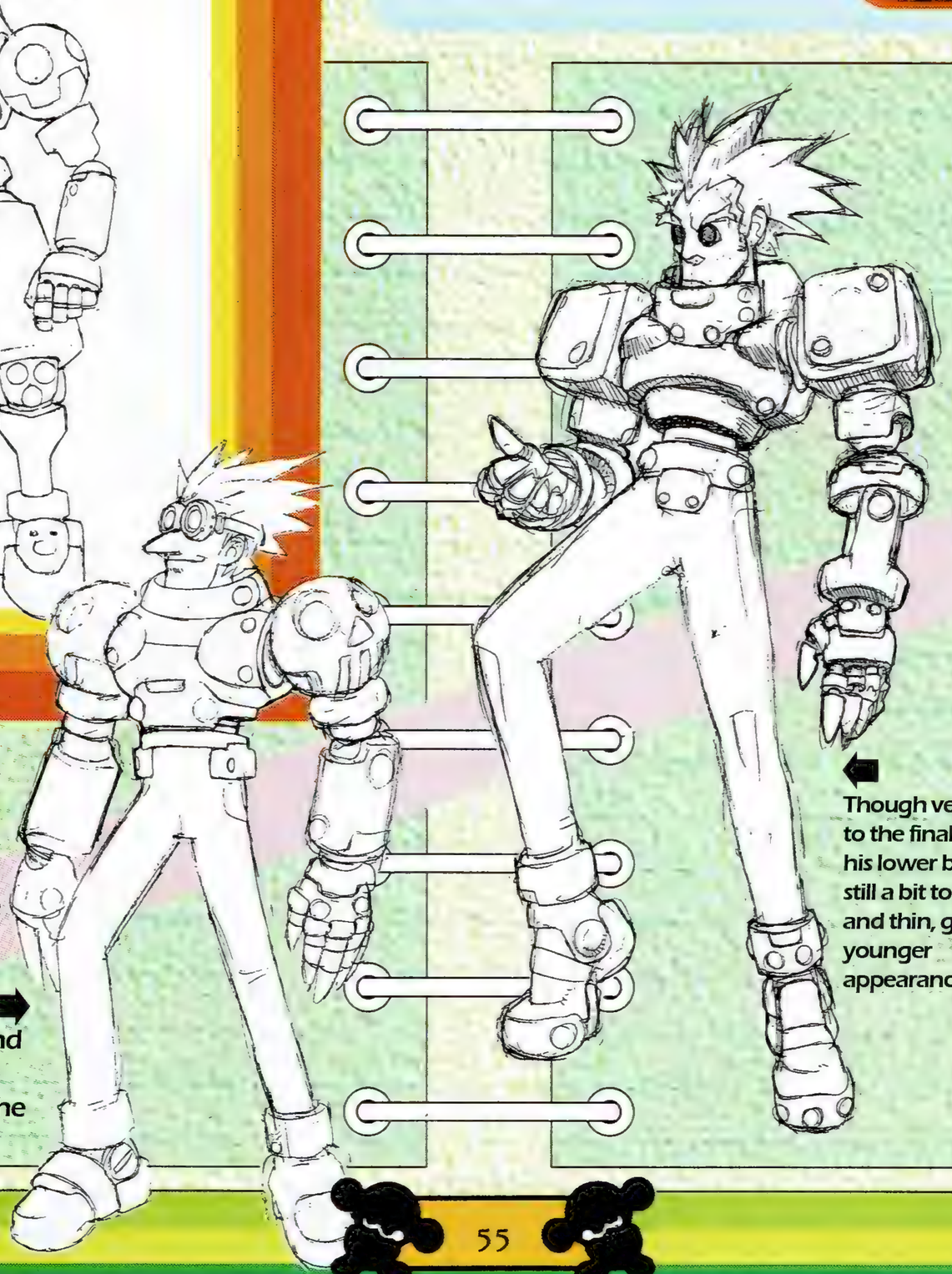
Freshly Revealed

The Road to Creating Teisel!!

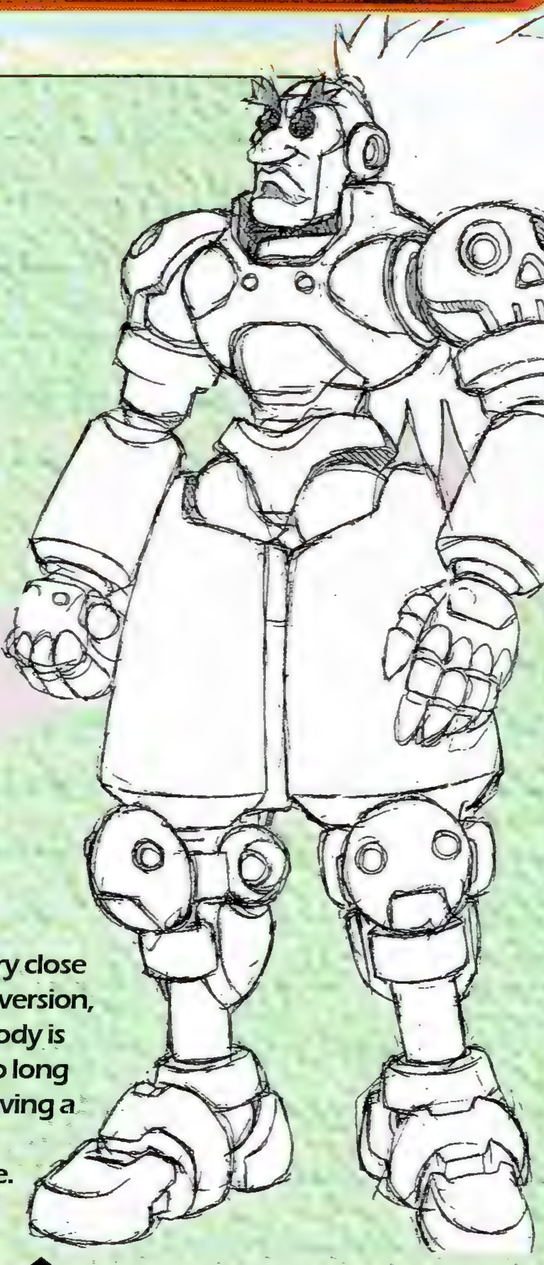


The image of Teisel as a tough muscular character who's actually a sophisticated intellectual didn't change very much in concept. Even though he's supposed to be a villain, he's somehow impossible to hate.

Thick-looking goggles, a large nose and a downturned mouth are the central features here. The skull markings on the shoulders are another key point.



Though very close to the final version, his lower body is still a bit too long and thin, giving a younger appearance.



With those eyebrows, he started looking considerably older. He looks almost like a robot, doesn't he.

BONNE

The Proud Inhumanly Strong Operations Officer!!

The Youngest of the Air Pirates is a Super Baby!!

Even though "Babuu" is all he can say, his facial expressions are richly articulate.

Bon is still a baby and can't really talk yet. Even though he's the simplest among the three Bonne siblings, his combat and field leadership has proven absolutely indispensable to the group. He always has what looks like a pacifier in his mouth. He is without a doubt the strongest member of the Bonne family, and without rival in battle prowess. Will the day when he defeats Rock finally come!?

Bon is This Kind of Boy!

Babuu!!

Though Just a Baby, He Always Hangs Tough!!

He may be the youngest child among the three Bonnes, but he's also got the largest body! Even so, he's still just an infant.

Bon excels in his combat unit, and can often be found leading the attack from the front lines. Even though he's so young, it seems he's extremely dependable.

His Greatest Weapon Lies In His Attachments!

Bon Bonne's body consists of parts which can be swapped out to adapt to any number of circumstances. Naturally, these parts are hand crafted by Tron, so their abilities are top notch!

He Actively Participates in Battle!!

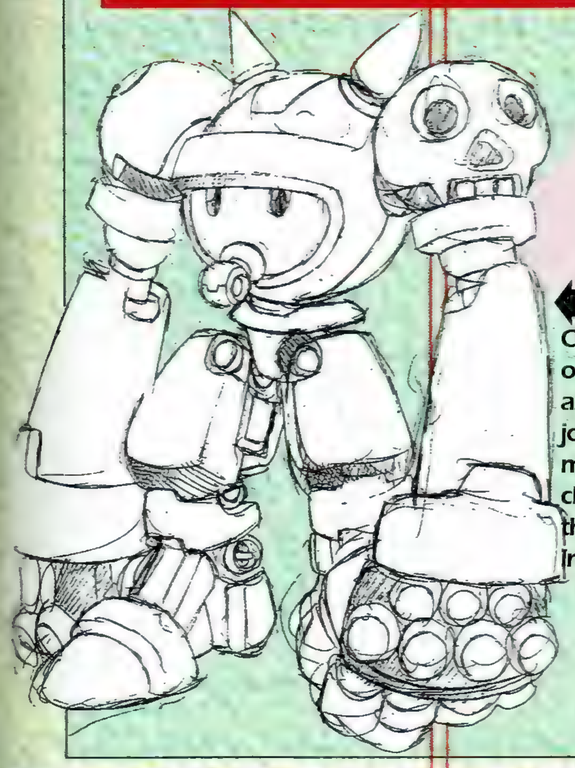
Fight!!

In addition to the flight type, there's also a bipedal type for walking and various other attachments. Its versatility may only be limited by Tron's own imagination and taste.

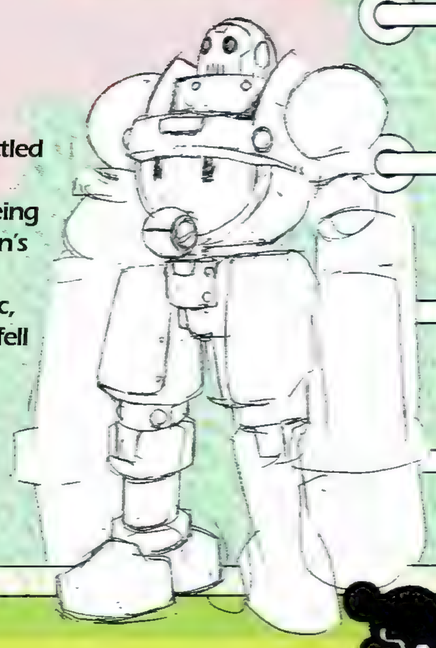
Bon's Best Point

Freshly Revealed

The Road to Creating Bon!!



We were trying out different head parts with this design, which somehow turned out pretty scary-looking.



Once we settled on the head and torso being joined as Bon's main characteristic, the rest just fell into place.

KOBUNS

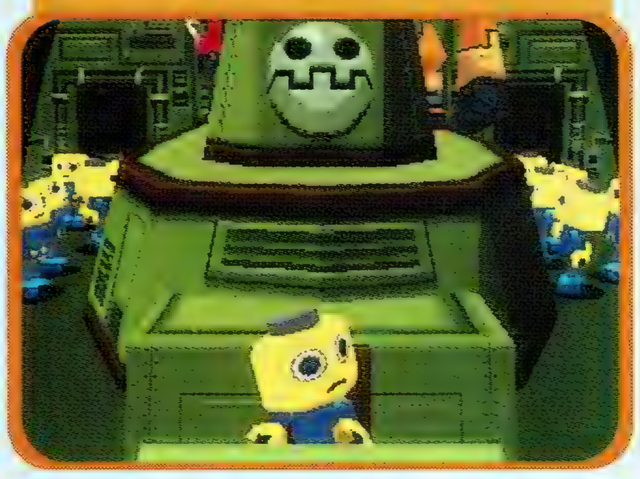
Their motto is "Keep costs and risks as low as possible."

There are 40 Kobuns in all. Built by Tron whom they adore as their own mother, these cute little fellows will also faithfully carry out any order given by Teisel or Bon. All of their maintenance and repairs are performed by Tron as well. They're afraid of many things, but what they fear most of all is being punished by Tron herself.

Though Unreliable at Times, They Always Try Their Best!! The Bonne Family's Loyal Subordinates!!

There's 40 Of Them Altogether!

Although their bodies all look the same, their personalities are as unique and different as they come! They all seem to be roughly preschool age, but they are usually very steadfast and hardworking.



Even when they're attacking en masse, you still couldn't really call them menacing. They are simply too adorable!

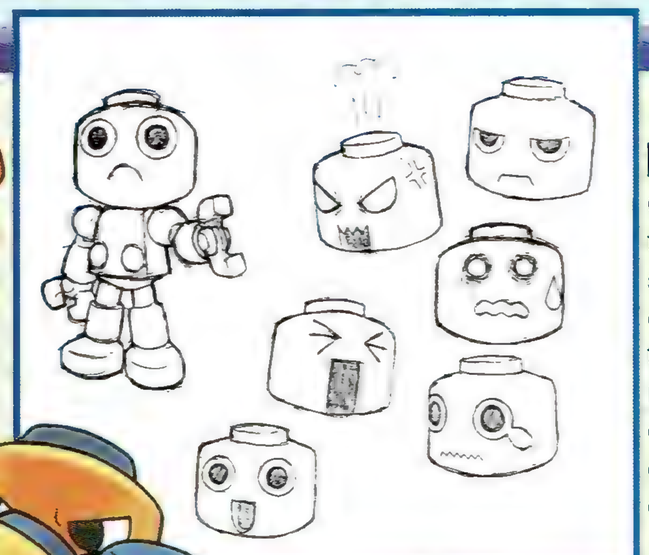
Kobuns Are These Kind of Guys!

Loyal

Through Thick Or Thin, They Always Support The Bonne Family!

The Kobuns' very purpose in life is to serve their parental figures, the Bonne siblings. They are the very definition of loyalty.

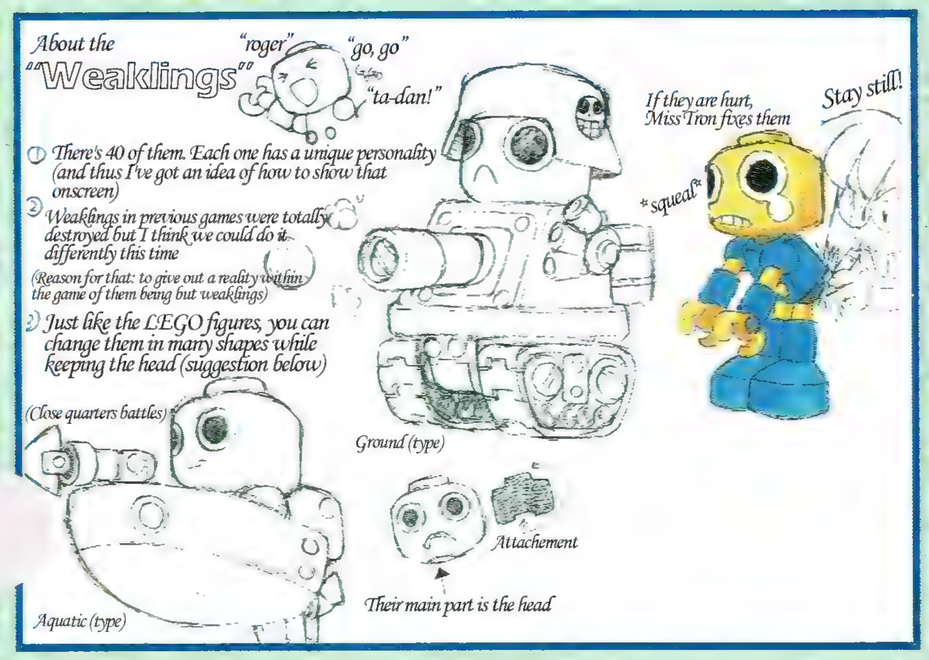
Greatest Feature of the Kobuns

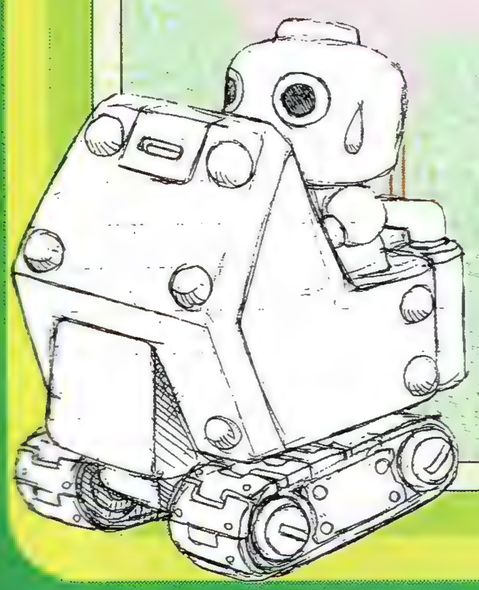


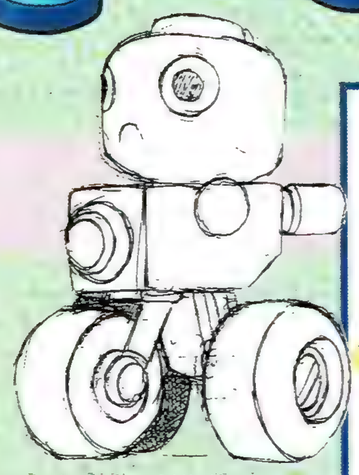
Compared to their strong-willed creator Tron, the Kobuns are rather capricious, cowardly characters.

Timid

They May Ride Around In Powerful Mechas, But They Themselves Are Not!!







The Kobuns are essentially based around block toy heads, with bodies that can be changed out.

Freshly Revealed

The Road to Creating the Kobuns!!

ROCKMAN DASH ADVENTURE PICTORIAL

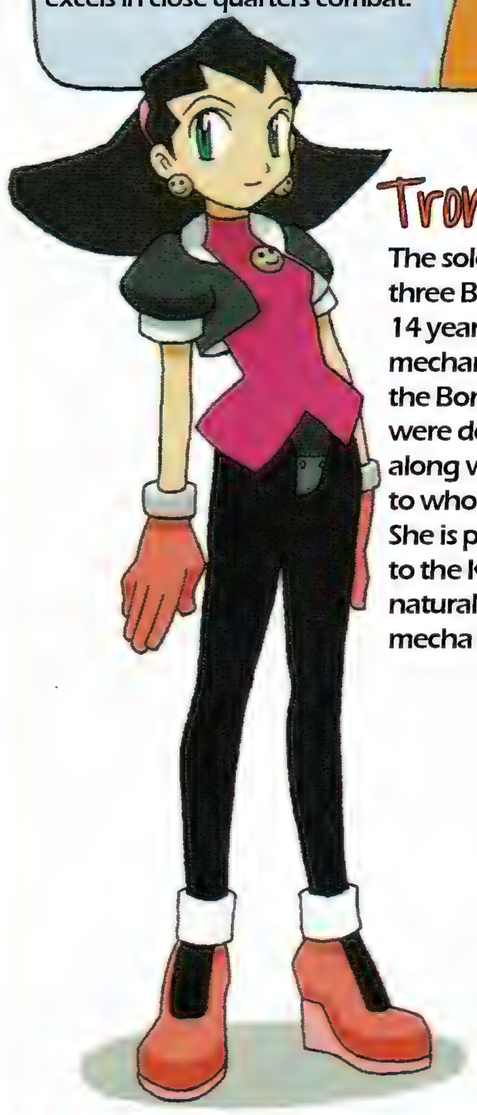
The Three Bonne Siblings

T(Teisel) Bonne

As the eldest of the three Bonne siblings, he is the actual leader who manages the air pirate group known as "The Bonnes." He is in charge of operations.

Bon Bonne

The youngest of the three Bonne siblings. Being very strong, he excels in close quarters combat.



Tron Bonne

The sole sister of the three Bonne siblings. At 14 years old, she is a mechanical genius. All of the Bonnes' machines were designed by her, along with the Kobuns, to whom she gave life. She is practically mother to the Kobuns, and is naturally in charge of mecha development.

Kobuns No.1~40

Altogether there are 40 of these minions who serve the Bonnes.Their sole purpose in life is to be of use for the three Bonne siblings.

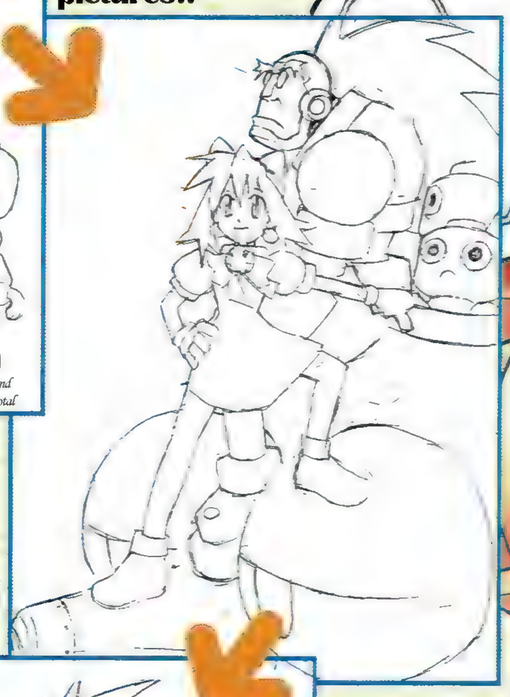
Listen up!! I'm gonna fill you in on just how awesome we are!!

Time for you to learn about the greatness that is The Bonnes!! Keep your earholes open and listen up!! I'm going to teach you EVERYTHING you need to know about my trusty bro and sis, what it's like being an air pirate, and maybe even one or two embarrassing family photos!!

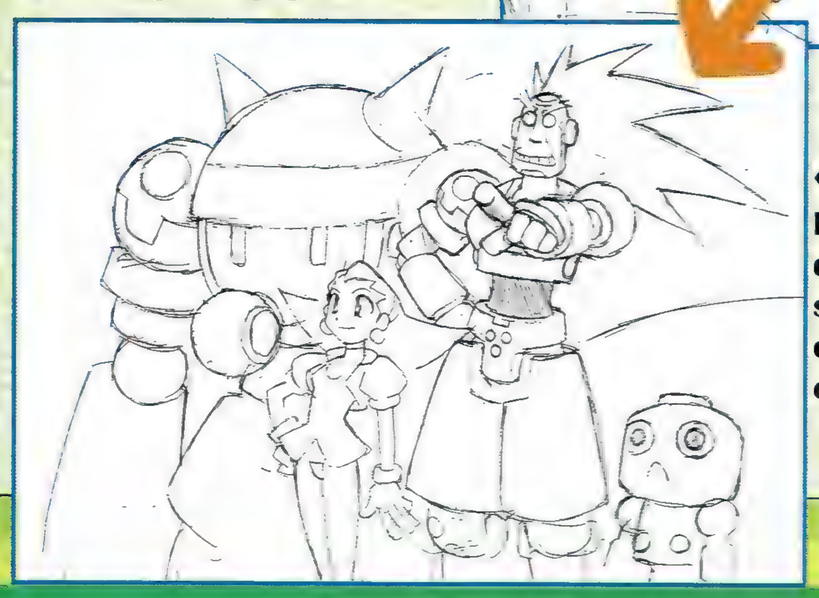
EXPOSING THE SECRETS OF THE BONNES, THE MOST POWERFUL AIR PIRATE GROUP EVER

REAL STORY Right Up to the Final Version of the Bonnes!!

Oho! Here's the concepts right up until our final designs were settled. As you can see, me and Bon didn't change a whole lot. But what's with Tron? Why does she have so many different pictures!?



I might've not changed, but Tron has all kinds of concepts like that bunny girl. Pretty funny to compare to the designs on page 53.



Here Tron's design was finally set. But the rest of us hardly changed at all...

Just who are the Bonnes? Just what are the enigmatic Kobuns? Catch the top-secret intel on the Bonne family air pirates!!

AN AIR PIRATE'S JOB

Alrighty! Next up I'll show you what we air pirates do. You might even wanna be an air pirate after you read this.

1 PLUNDERING TREASURE!!

Gesellschaft Crew! Commence Operations!!

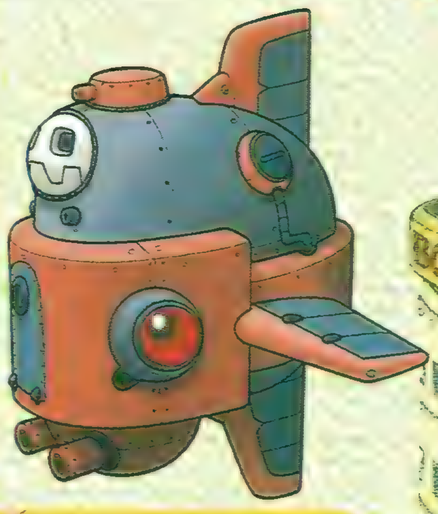
Only a complete fool goes out and digs for treasure!! Refined people like us take it from people who have it. 'Course, legendary hauls are a different story. We'll dig for those if we have to!!

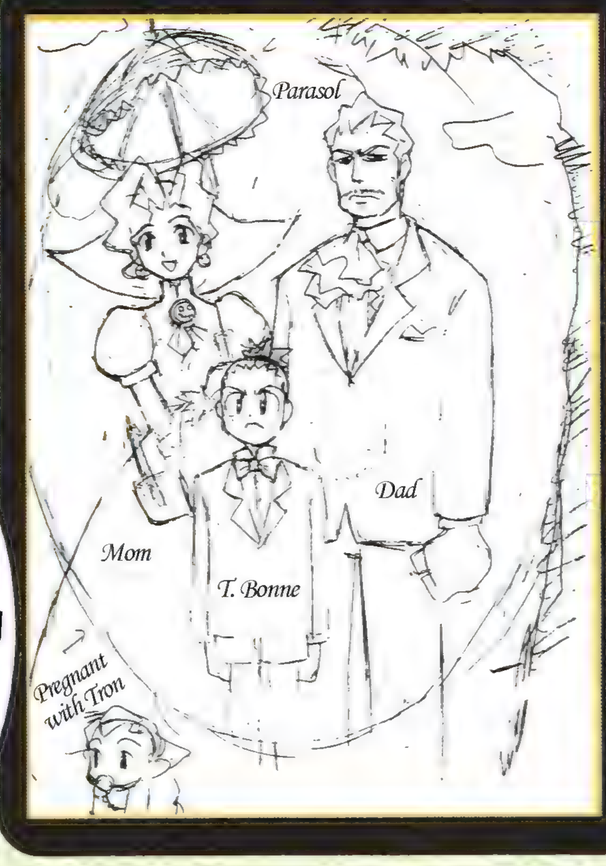
Grabbing Up Treasures From Islands and Airships!

The Bonnes' work consists of stealing treasure from various islands via The Gesellschaft.

Don't skimp on money for gear! That's my philosophy anyhow. So we invest the money we steal into mecha dev. The stronger the mecha you make, the better the treasure you'll get. And, we put it towards food too, obviously. Feeding 40 Kobuns costs an insane amount of money.

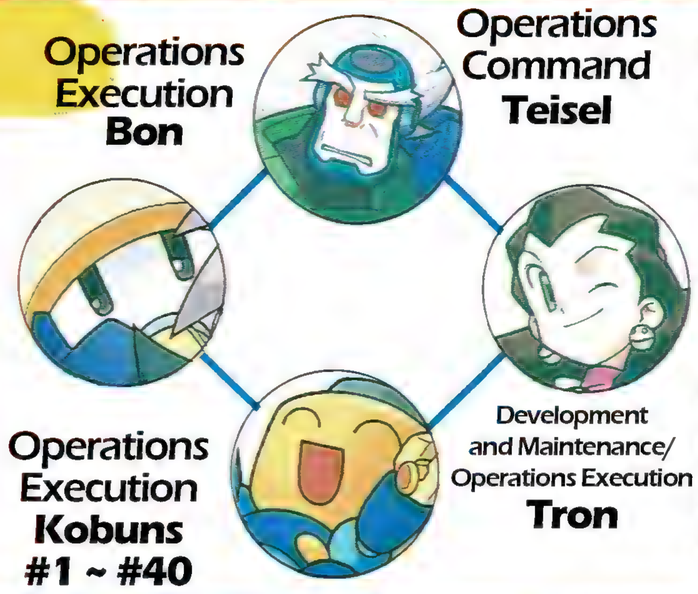
The Money Gained Goes Towards Development Of Air Pirate Machines!!





Oh-ho! If this isn't a humiliating photo! See here, this was when I was a kid. Not even Tron and Bon were born yet. I keep this photo hanging up in my room privately, but since it's just us you can have a look.

The Untold History of the Bonne Family



Here I'll show you our chain of command! I'm in charge of operations, and Tron makes the machines for those missions. Then Bon and the Kobuns get their hands dirty.

Bonne Family Chart

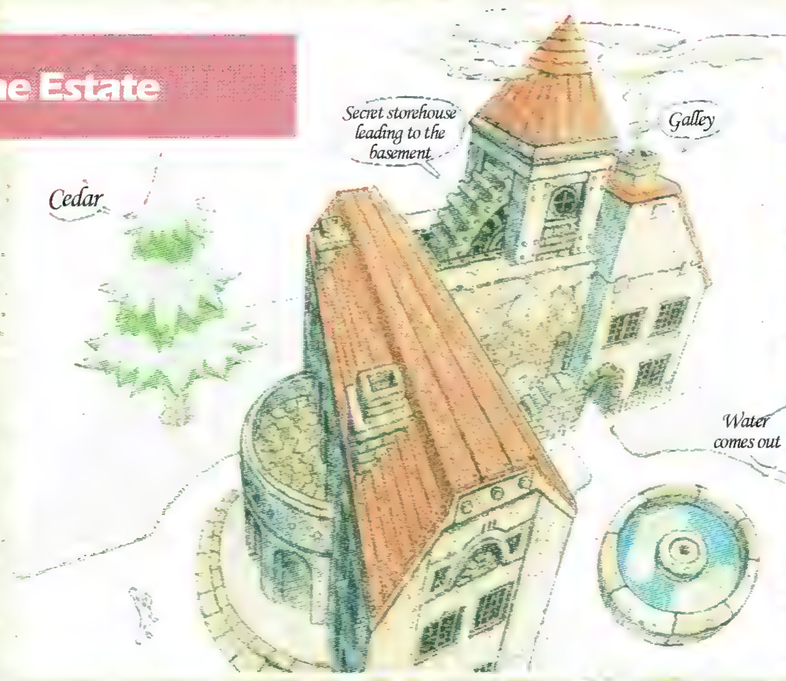
2 RUNNING A STORE!!

The Bonnes have their own department store!? That's a shocker! This is only something that was thought up in planning. The skull emblem on the building is pretty great, right? Well, we're loaded, so opening a store would be cake if we wanted to.

Bonne Department Store

Bonne Estate

We Bonnes live on the Gesellschaft. That's why what we're showing here is a concept of the mansion we'd have. Pretty luxurious eh?



We're Richer Than You Think!! Of Course Our Home Is Magnificent!!

Every day, we're busy working hard! You can't be an air pirate without some serious effort!

A TRUE ACCOUNT

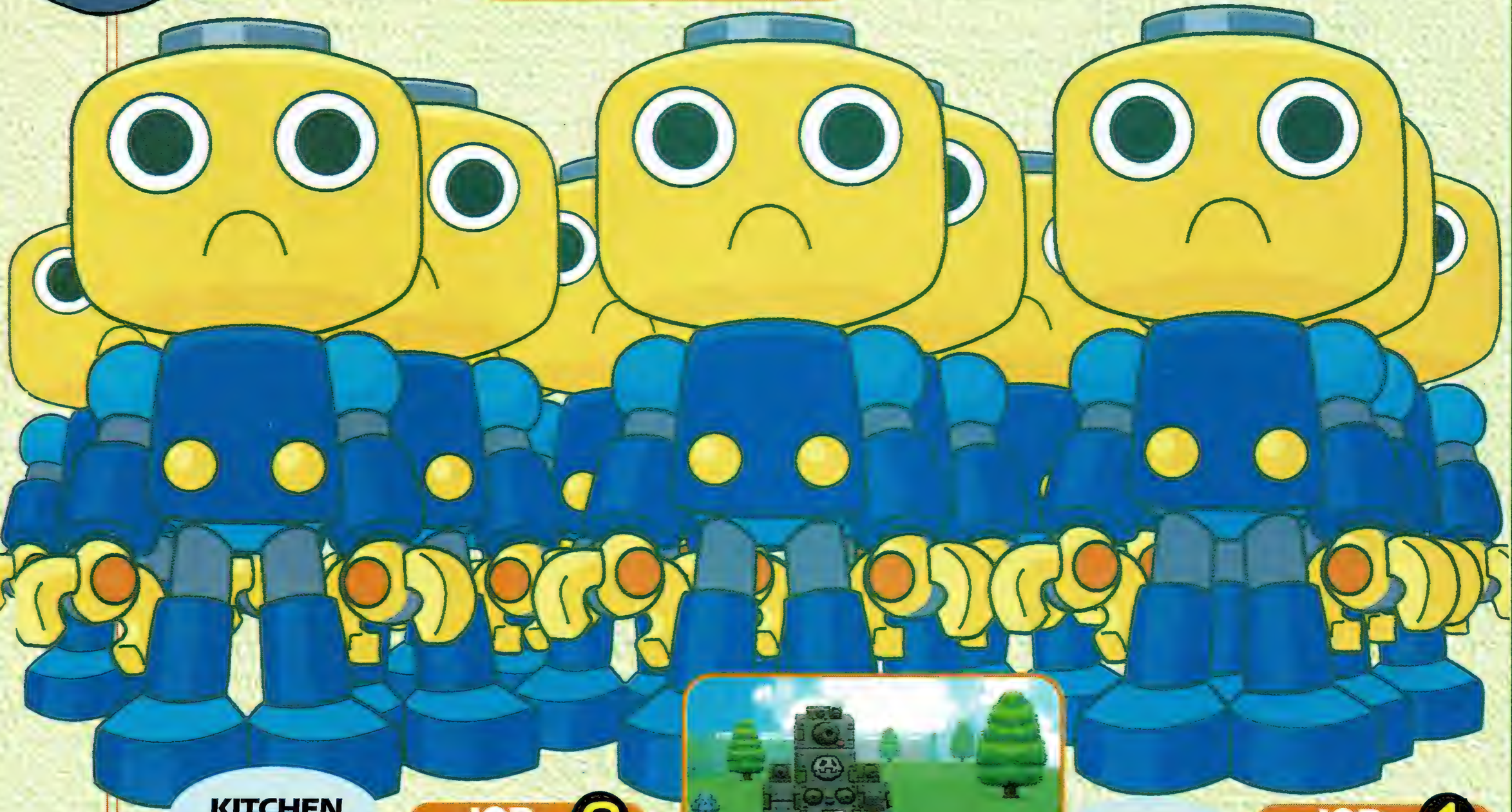
KOBUN FOR A DAY!!

Kobun #27: Today we're going to show everyone what it's like to be a Kobun like us for a day!

Kobun #8:
You're sure to enjoy it. So let's begin!

Breakdown of the Various Duties of Numbers 1-40!!

We are each numbered from 1 to 40, and we were all created by Miss Tron. You might think that because there's 40 of us, that getting our work done is a breeze. But actually, we're usually pretty busy. And sometimes that Blue Boy shows up, and we all get beaten! But that's okay. Because we're the Bonnes, and we keep on going no matter how tough things get!!



JOB 2 KITCHEN DETAIL

We pay a lot of attention to getting the seasonings just right. We have a reputation of deliciousness to uphold!

Where We Work to Create a Nutritious Menu.

Here we prepare all the meals for the Bonne Family, and ourselves too. When it comes to kitchen duty, we each take turns being in charge. We tend to have curry rice a lot. Miss Tron says we can save a lot on grocery bills that way.

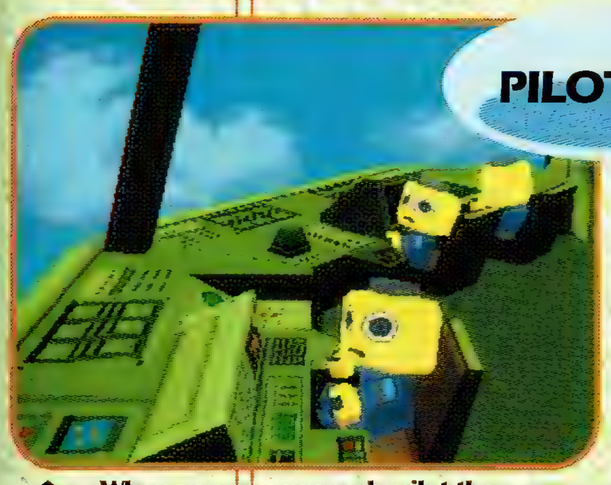
JOB 1 BATTLE STATIONS

If we get beaten by the Blue Boy, we are to run away with all our might! We're supposed to leave the rest up to Miss Tron and the others.

Where We Take All the Treasure From the Nice People.

Our most important job is to get all the treasure from the other Digouters or the people living on the islands. Master Teisel calls the battle plans. If a strong guy like the Blue Boy shows up, Miss Tron or Master Bon have to come help finish the work.

JOB 4 PILOTING

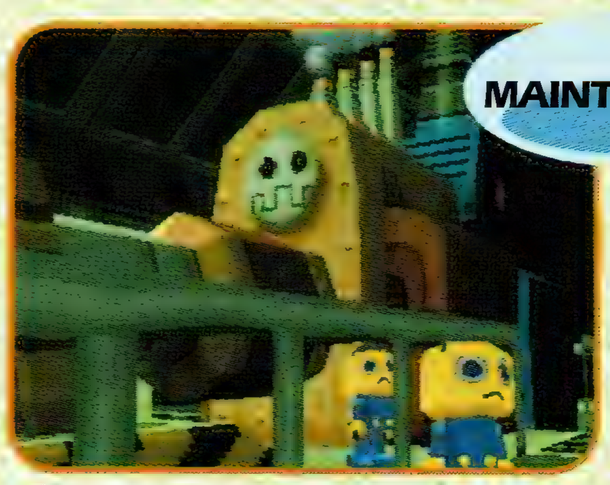


When you can properly pilot the Gesellschaft, you become part of an elite group!

Flying Our Mother Ship is an Elite Level Position.

Though we Kobuns do a lot of piloting, those who are responsible for flying the Gesellschaft are part of an elite kobun class! That's because it's such an important job, being entrusted with the safety of all the Bonnes. Everyone aspires to the spot of the top Kobun pilot!

JOB 3 MAINTENANCE

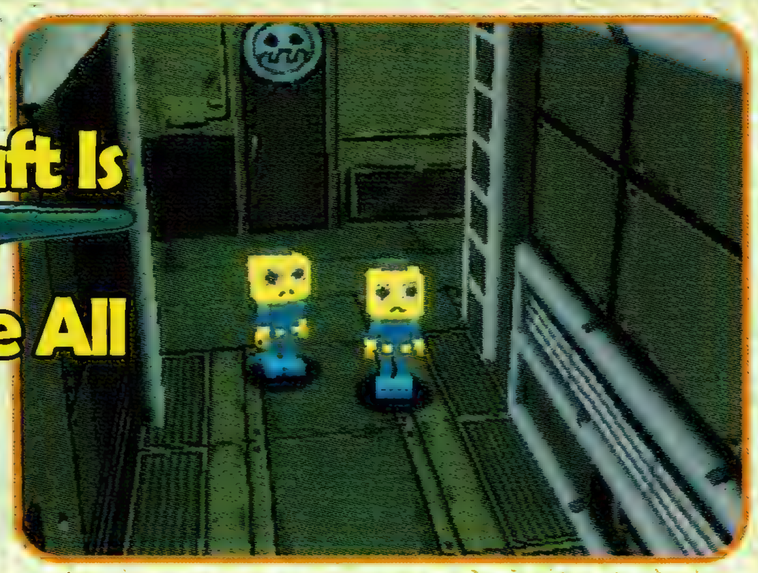


You have to treat machines with love and respect, Miss Tron always says!

Where We Check All the Mecha We Use in Our Operations.

It's our duty to inspect the Gesellschaft, the Draches we ride around in, and all the different air pirate mechas we use. Miss Tron teaches us how to repair the broken mechas. We also assist her in constructing new mechas.

The Gesellschaft Is The Place Where We All Live!!



You'll find us everywhere all over the Gesellschaft. We're always bustling around!

We Do Most of Our Work Inside the Gesellschaft!!

We live in an enormous flying ship we call the Gesellschaft. I guess everybody's probably heard of the Bonne Family's mobile base. In addition to being the place where we all live, it's also the place we work out of. What's that, you want to know if it's really cramped with all 40 of us living here together? Well, it's not bad at all. The Gesellschaft is so big, it's actually really nice!

What Everyone's Dying to Know!!

The Daily Duties of the Kobuns!!

This Was Our Work Schedule on a Certain Day.

Here, we'll finally show you what a day in our actual lives is like. On our ship, everyone has their own duties to be performed throughout the day. We usually get up early in the morning and get to bed by 10 at night. Master Teisel says that a healthy lifestyle is the path to becoming better air pirates. If you want to hear more, please take a look at this time schedule!!

Even in the opening demo, we can be found eating curry rice. It's inexpensive, and delicious!

Of Course, Even Though It's Early, Some Kobuns are Already Up and Moving!

Not all Kobuns sleep at night. There always needs to be Kobuns stationed in the cockpit and engine rooms. Besides, we never know when our enemies may strike, so we have to be on lookout around the clock.

The Kobuns Who Were on Duty Get Some Rest

When morning comes, the kobuns who worked the night shift are relieved one by one. After that they eat a morning meal and are generally off to bed by noon. But when we have a mission on days like today, they don't get to sleep just yet!

Today's Lunch Menu, Curry Rice Again!?

I know we already covered this before, but we come up with all of the menus for all our meals all by ourselves. We have so many mouths to feed, too. Our number one item on the menu is always curry rice.

If Master Teisel is ever in trouble, we mobilize the Draches without hesitation.

Even Master Bon was in a pinch. We recovered him immediately so he wasn't found by that Blue Boy!!

We're Ready for Action Any Time the Bonne Family Requires, Day or Night!!

On this day Miss Tron and Master Bon went out on business to Kattelox Island. They went out to get a key to the ruins from the Mayor. But then, both Miss Tron and Master Bon got beat by that Blue Boy. We set out in the Draches to pick them up at once!!

THE BONNE FAMILY NEVER GIVES UP!!

Master Teisel was really worked up, like usual. He's always over the top.

The Mistakes in Today's Mission Were Evaluated Once We Got Home!!

After a mission is over, everyone assembles in the meeting room. On this day that Blue Boy interfered with Miss Tron and Master Bon's work, and Master Teisel got really upset. Master Teisel decided to go on the mission next time. Us too, whenever we get beat we always come back and try again.

TIME SCHEDULE

5 AM → Rise and Shine

#1 ~ 6	→ To Kitchen Detail
#7 ~ 15	→ Rotate to Engine Room Detail
#16 ~ 23	→ Rotate to Cockpit Detail
#24 ~ 32	→ To Mecha Maintenance

8 AM → Breakfast Time for Busy Kobuns

Morning Chores Continue

On this day we continued to take turns with our work throughout the morning. If we hadn't been scheduled for a mission today, we would have continued doing the same chores throughout the day.

12 Noon → Lunchtime (Curry Rice)

#1 ~ 6	→ On Mission with Miss Tron
#24 ~ 32	→ On Mission with Master Bon

This just happened to be an operation day. On this occasion the Kobuns who were on kitchen detail and the ones on mecha adjustment detail were sent to participate in some missions.

4 PM → #33 ~ 40 Rush to Meet Miss Tron and Master Bon

5 PM → Mission Report

7 PM → Suppertime

After supper, those who aren't on cockpit or engine room detail get to spend a little free time however they choose. Everyone usually goes to their room and does whatever they like.

10 PM → Bedtime

Prof. Data's UKI-UKI!! 5th PERIOD DASH LABORATORY!!

The Evil Rockman Follow-Up Report!!

Uki~! For our fifth lesson, we'll be uncovering an astonishing fact! This time we'll be talking about the enemy character known only as the Evil Rockman!!

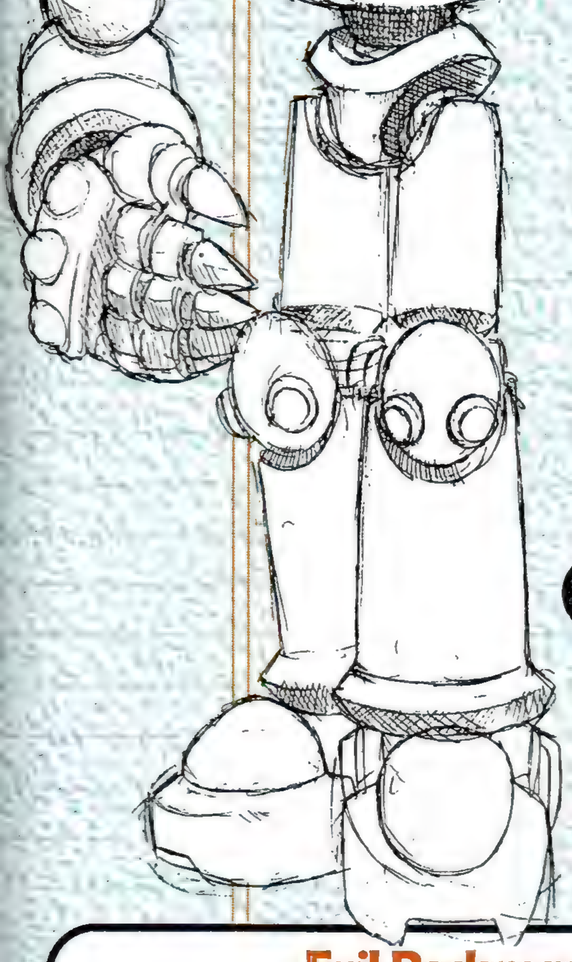
COULD THIS HAVE BEEN ROCK'S FIERCEST RIVAL!?

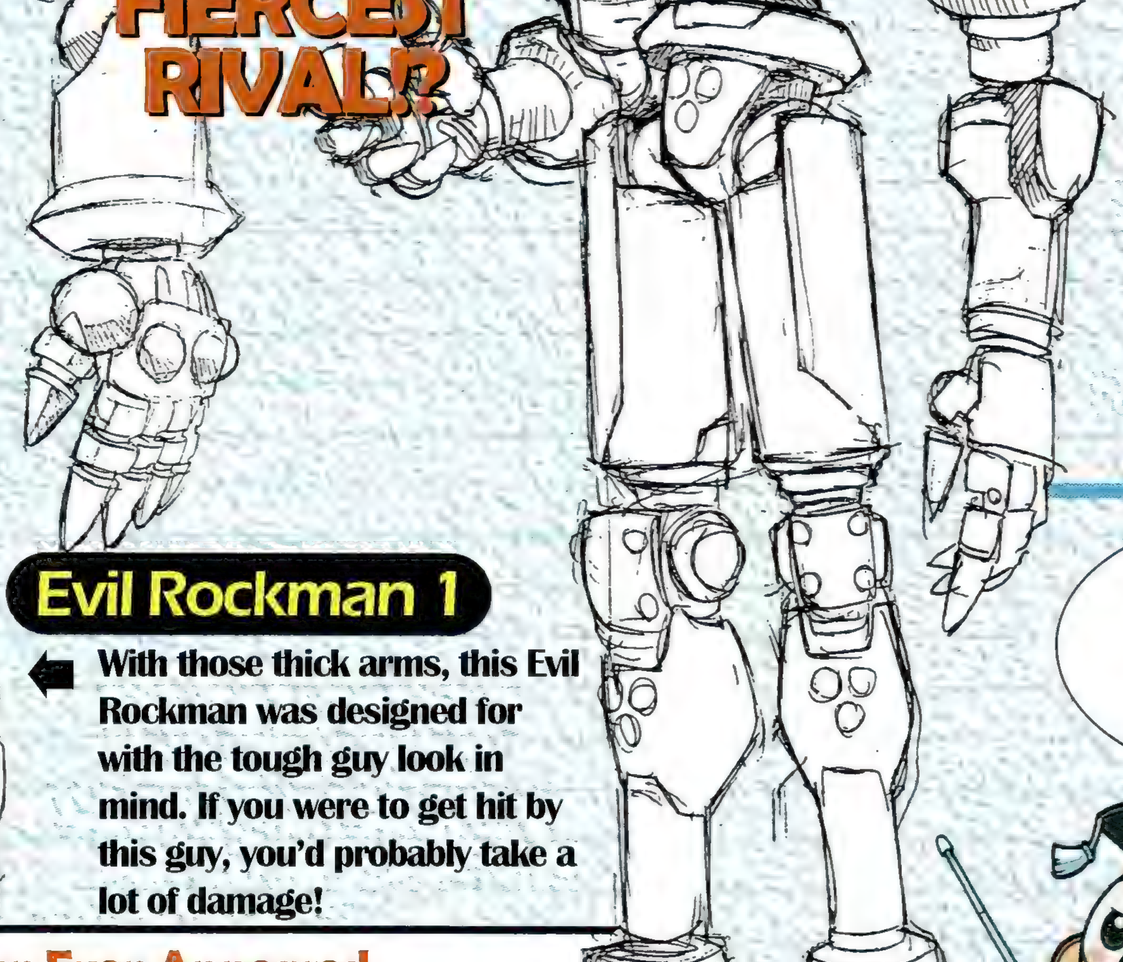
The Evil Rockman was going to be Rock's rival in the early stages of development. But that doesn't mean he was going to be an ally of the air pirates either, it seems this guy was actually going to be an antagonist to both Rock and the Bonnes! He's one gruesome fellow!

Aside From The Bonnes, There Was An Even More Powerful Villain That Could Have Emerged!

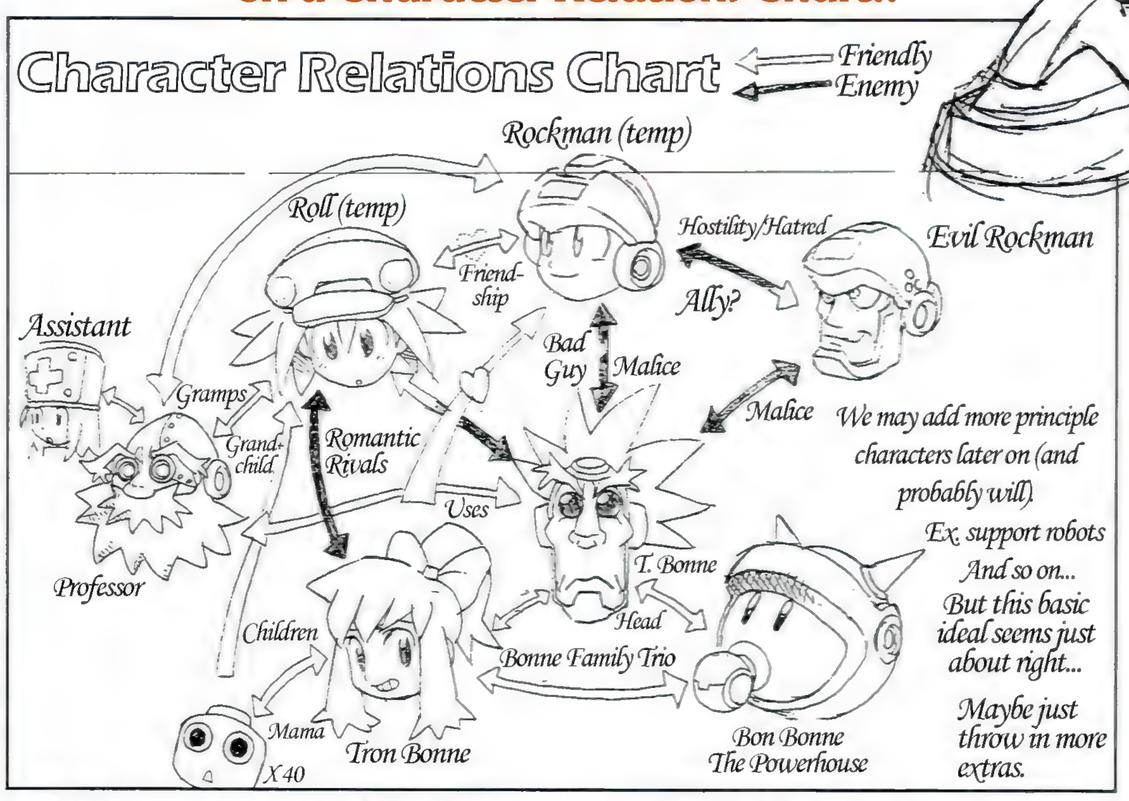
Evil Rockman 1

With those thick arms, this Evil Rockman was designed for with the tough guy look in mind. If you were to get hit by this guy, you'd probably take a lot of damage!





Evil Rockman Even Appeared on a Character Relations Chart!?



You can even find Evil Rockman on relationship diagrams like this. You can also spot Miss Nurse from our first lesson on there as well! And an Evil Rockman was in the body chart from that page, too.

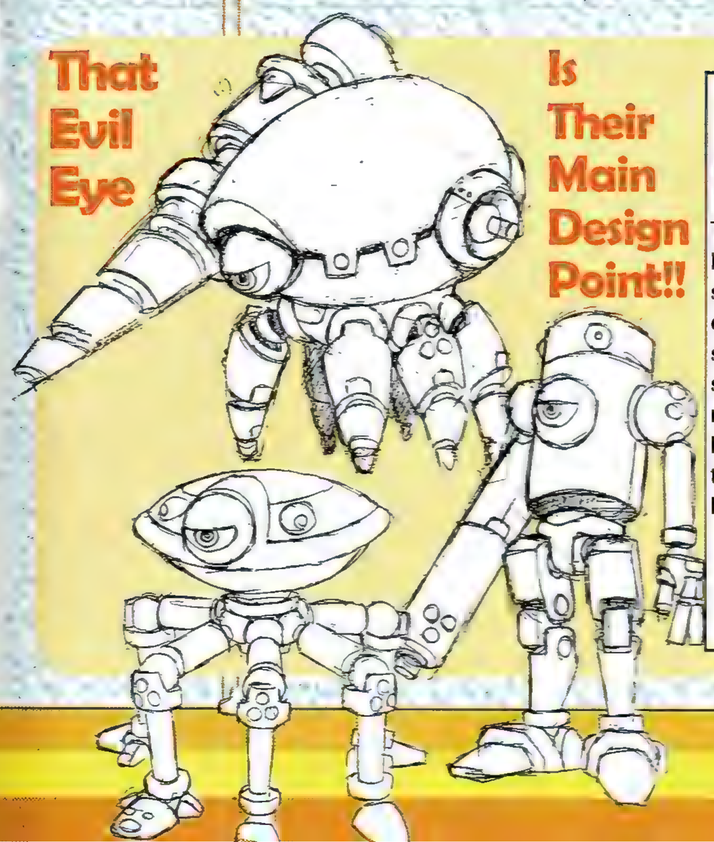
Speed-Stealth Rockman

This guy has equipment installed in his shoulders that can render his body invisible! On top of that, he posses incredible speed as well! If he had appeared in the game, you know he'd have made for one formidable opponent!

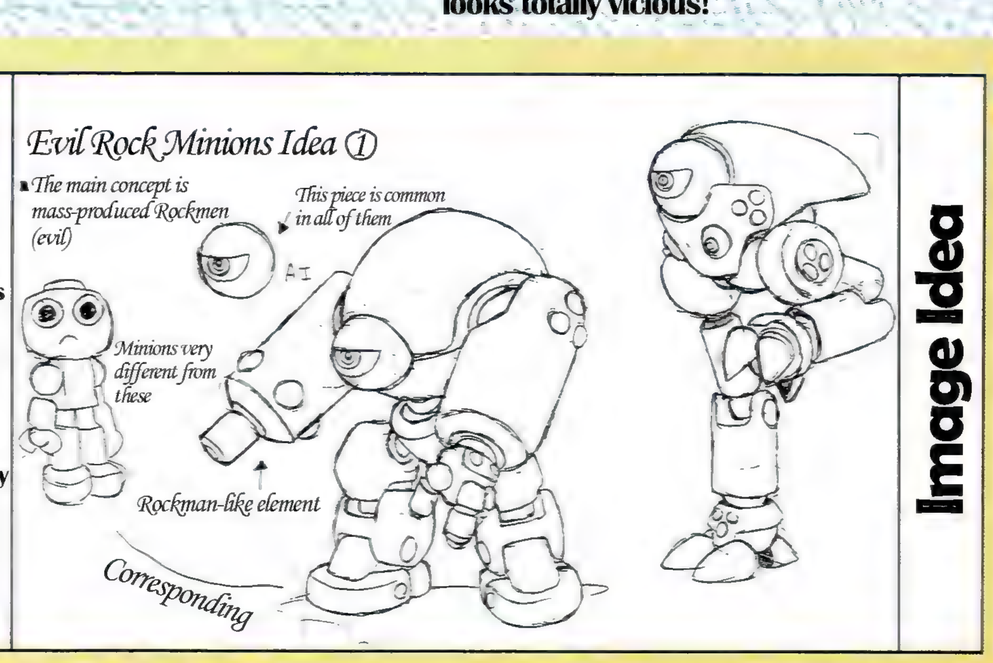
Evil Rockman 2

This evil Rockman shares a similar style with Rock. Except his expression is totally frightening! With those sharp edges even along his fingertips, he looks totally vicious!

That Evil Eye Is Their Main Design Point!!



The Evil Rockman's subordinates each all share the same menacing looking eye that only they have!



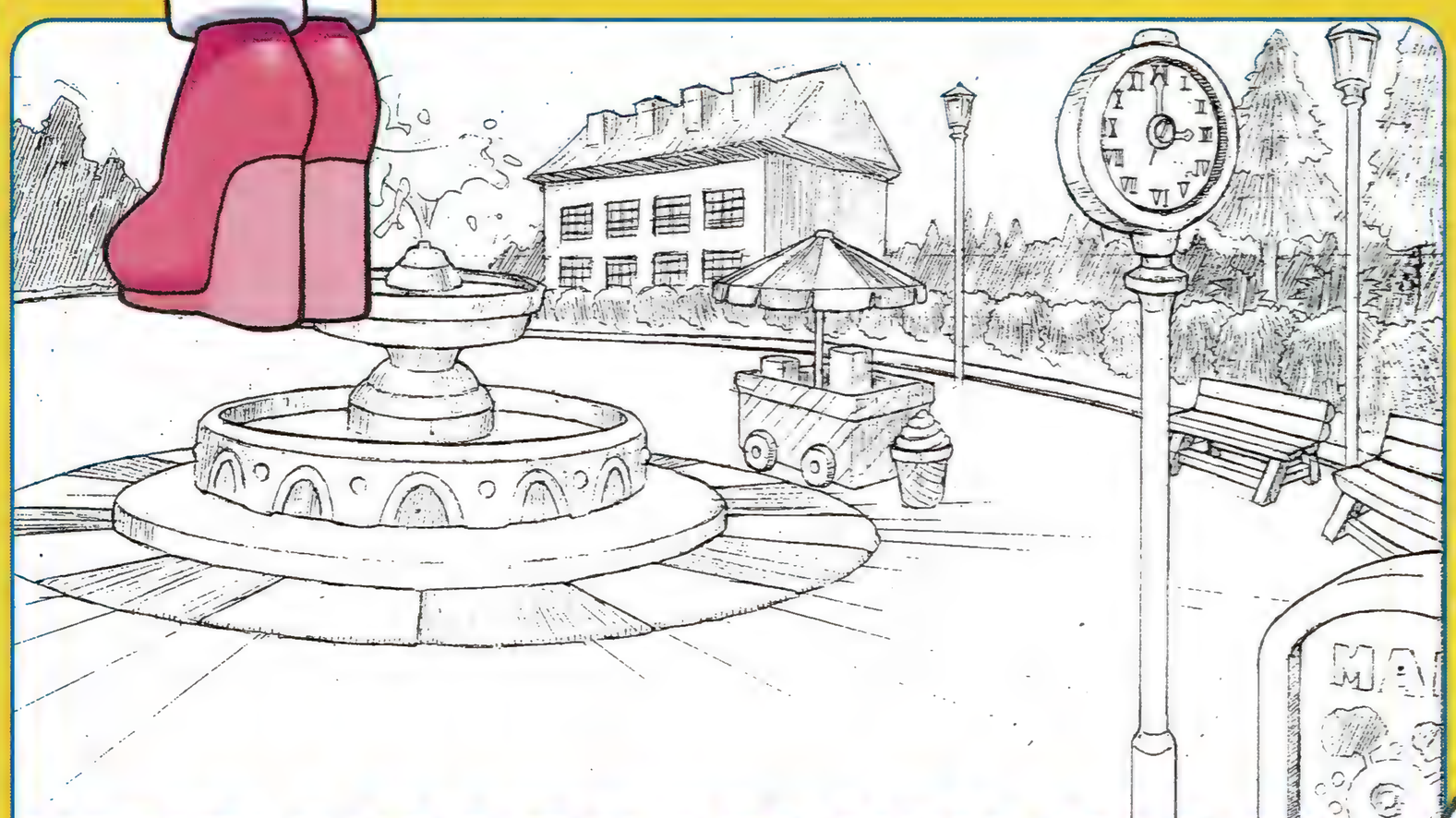
Evil Rockman Would Have Had His Own Kobuns!?

There was an idea that like the air pirates, Evil Rockman would have had his own lackeys. It appears they thought up all different types of mecha, some of which rather resemble the Reaverds. The Bonne Family and the Reaverds are bad enough as it is, so I'm glad these guys didn't make it too!

City Hall Area Guide

Here comes part three of our guided tour of Kattelox Island! This time we'll show you the heart of the island's administration: the City Hall area. There are a variety of things you can only see here.

The City Hall area is the central zone of the island!! If we conquer this, the whole island is ours!!

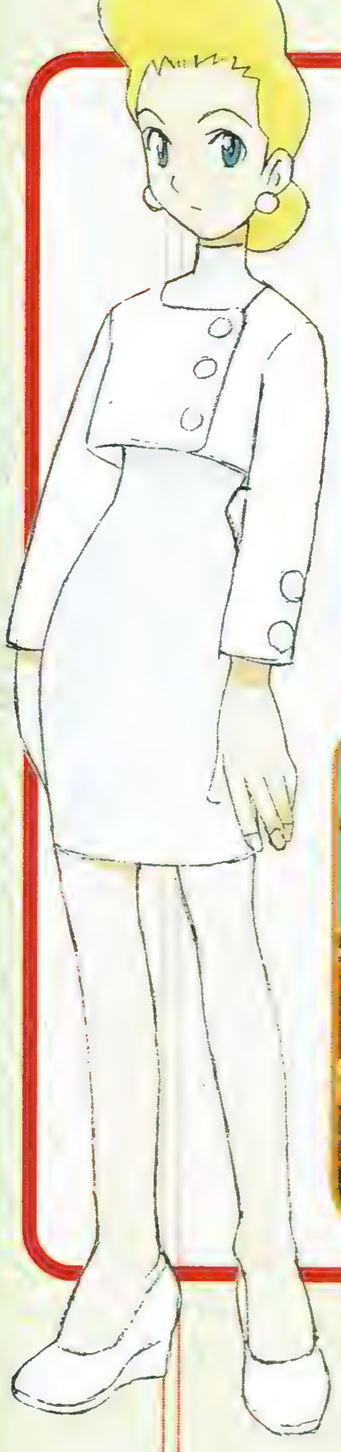


WE'VE GOT INFO FOR YOU ON THE BUILDINGS & CHARACTERS CONNECTED TO THE CITY HALL AREA!!

A District Lined with Luxury Homes, Police Station, and Even a Bank.

CITY HALL AREA

The northside of the town is City Hall, which has many very important buildings. Don't forget to say hi to Mayor Amelia and the inspector!!



Mayor Amelia

Wouldn't everyone come visit a mayor this pretty!?

Sightseeing Spot Of This Area 1

Amelia is the first ever female mayor of the island. But don't think less of her for being a woman. She is an incredible mayor who is so smart she has a PhD and truly thinks of the happiness of the city. In order to digout on this island, you must seek her permission.

The mayor has many things on her mind. Give her a hand when she needs help!

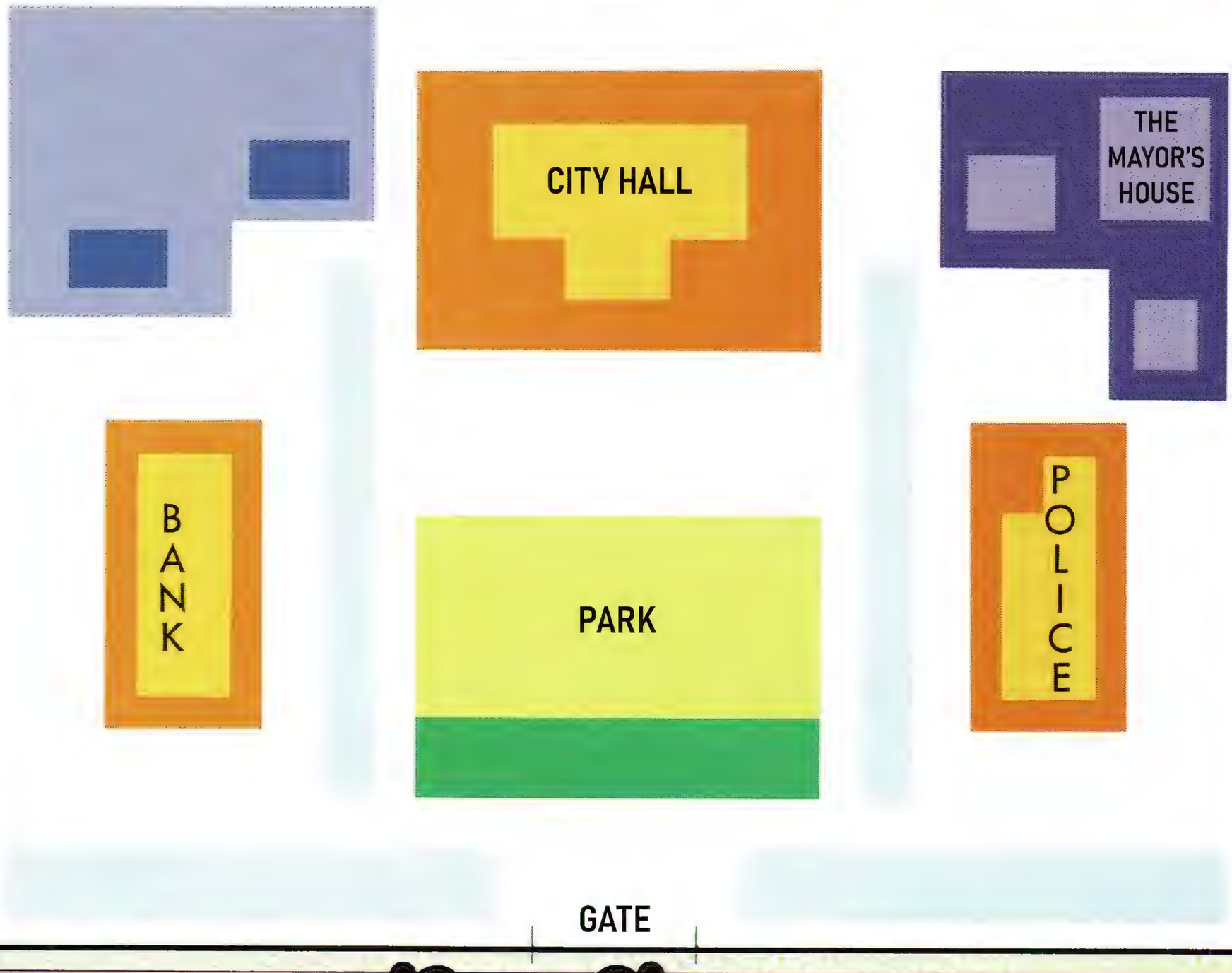
Let's Meet Kattelox's First Female Mayor!!

What is City Hall Area!?

The City Hall area is found past the northern gate of the town. Atop the hill before you is the island's city hall. The mayor works on the second floor of this building, so be sure to see her. Also, on the right of the hill is the police station with the inspector, and on the left is the bank, so don't forget to check them out!

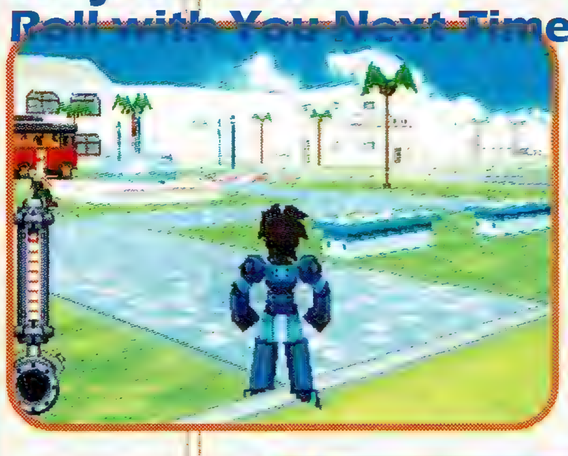
There are palm trees planted in this area. Doesn't it have kind of a tropical feel?

Town Map



Sightseeing Spot Of This Area 4

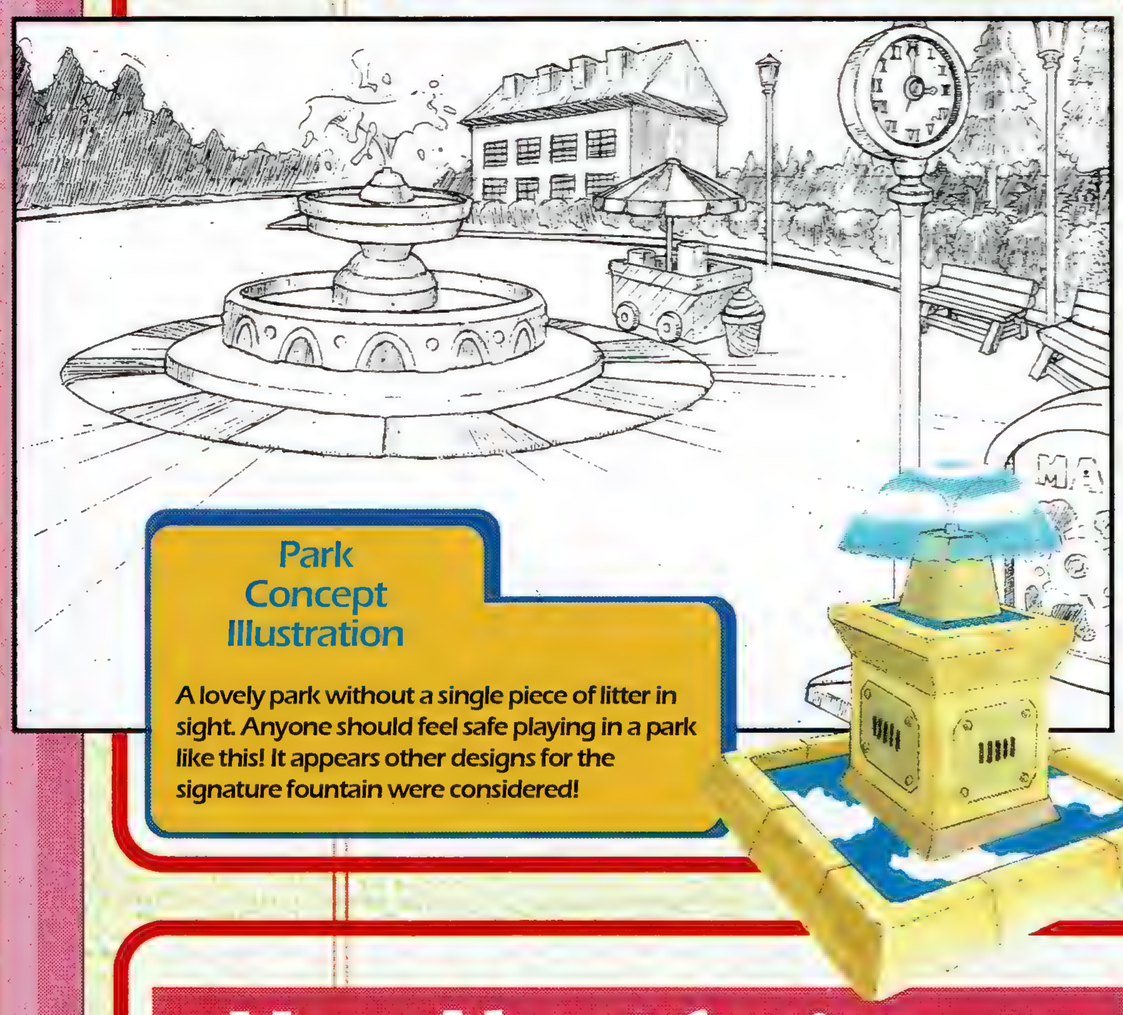
Why Not Invite Rollwith You Next Time



When you're tired from walking around, take a small breather at the fountain in the park. There are benches so feel free to relax and rest up. But you better give up your seat for the elderly. Digouters have an image to maintain.

→ This fountain gives off such refreshing air. It's right in front of City Hall, so it's a perfect spot for meeting up. Maybe you'll even run into that special someone!?

Perfect for Dates! This Parkside Fountain Will Capture Your Girlfriend's Heart!!



Park Concept Illustration

A lovely park without a single piece of litter in sight. Anyone should feel safe playing in a park like this! It appears other designs for the signature fountain were considered!

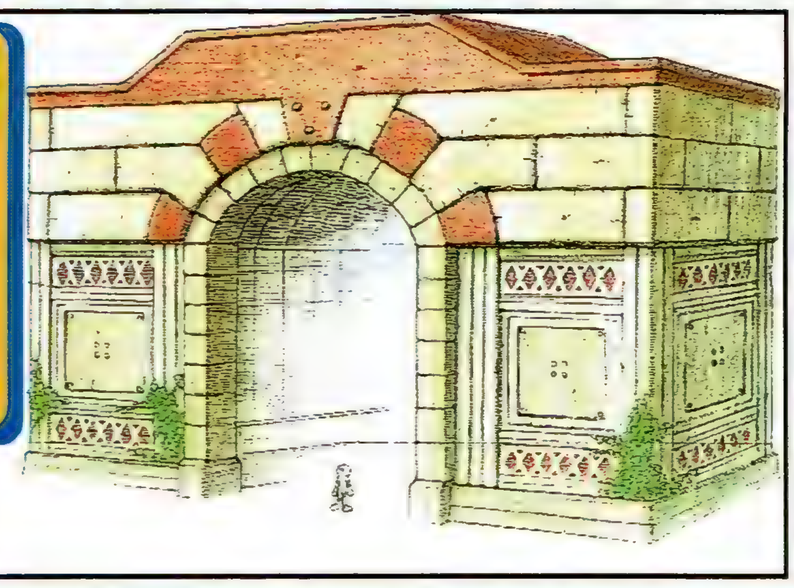
Sightseeing Spot Of This Area 2

There are no security guards around the gate here, but is it really okay?

The southern gate in the City Hall area connects to Central Town. This gate, along with its wall, are the remnants of an ancient ruin. Truly amazing something like this would still be standing.

Gate Concept Illustration

This gate has an older European air about it. It looks like a gate that might continue on to a castle.



The Most Passed-Through Gate on the Island

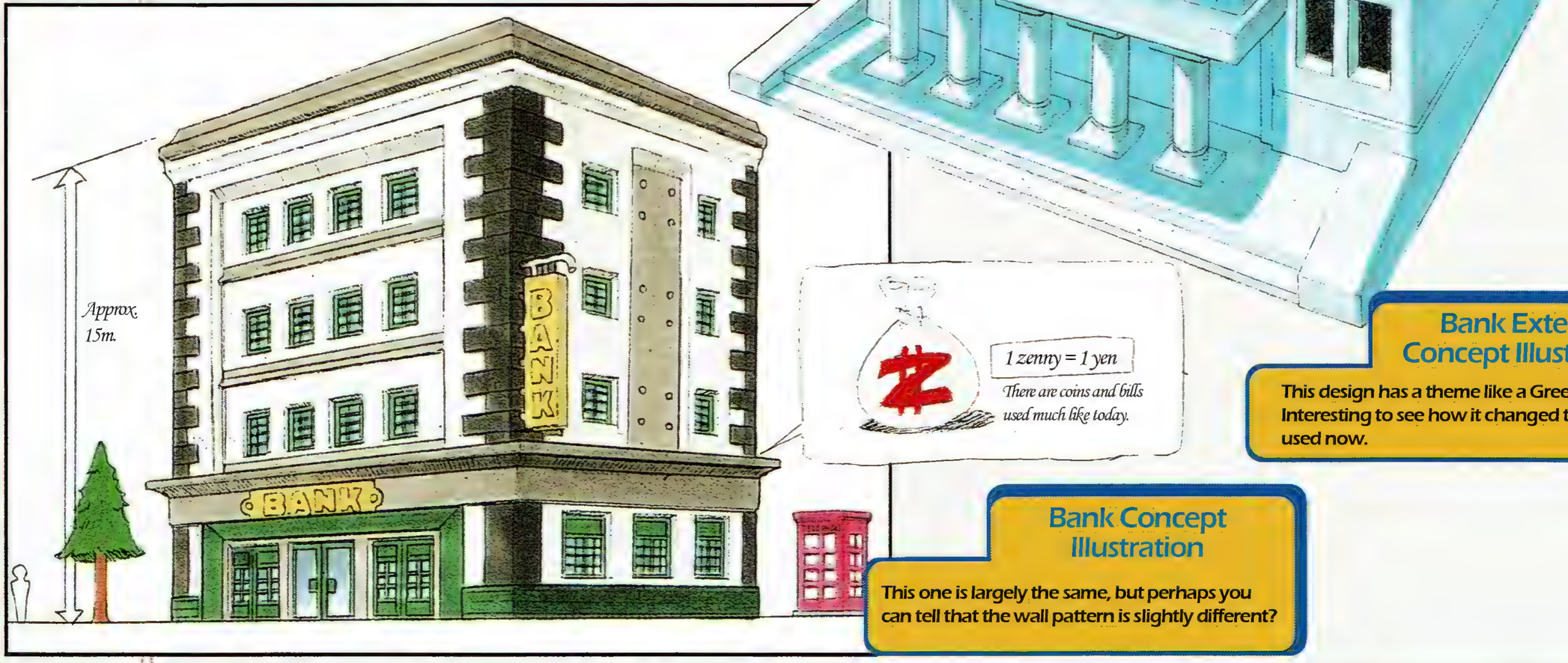
Sightseeing Spot Of This Area 3

You'll wear out your neck looking up at this huge four-story building.

This is the bank where the residents of the island deposit their hard-earned money. The staff inside are busy at work, so it's best not to bother them. Maybe you ought to try saving some money instead of blowing it all?

Here Is the Island's Sole Bank. How About Depositing Some Money?

How About Saving Some of the Money You Earn, Too!



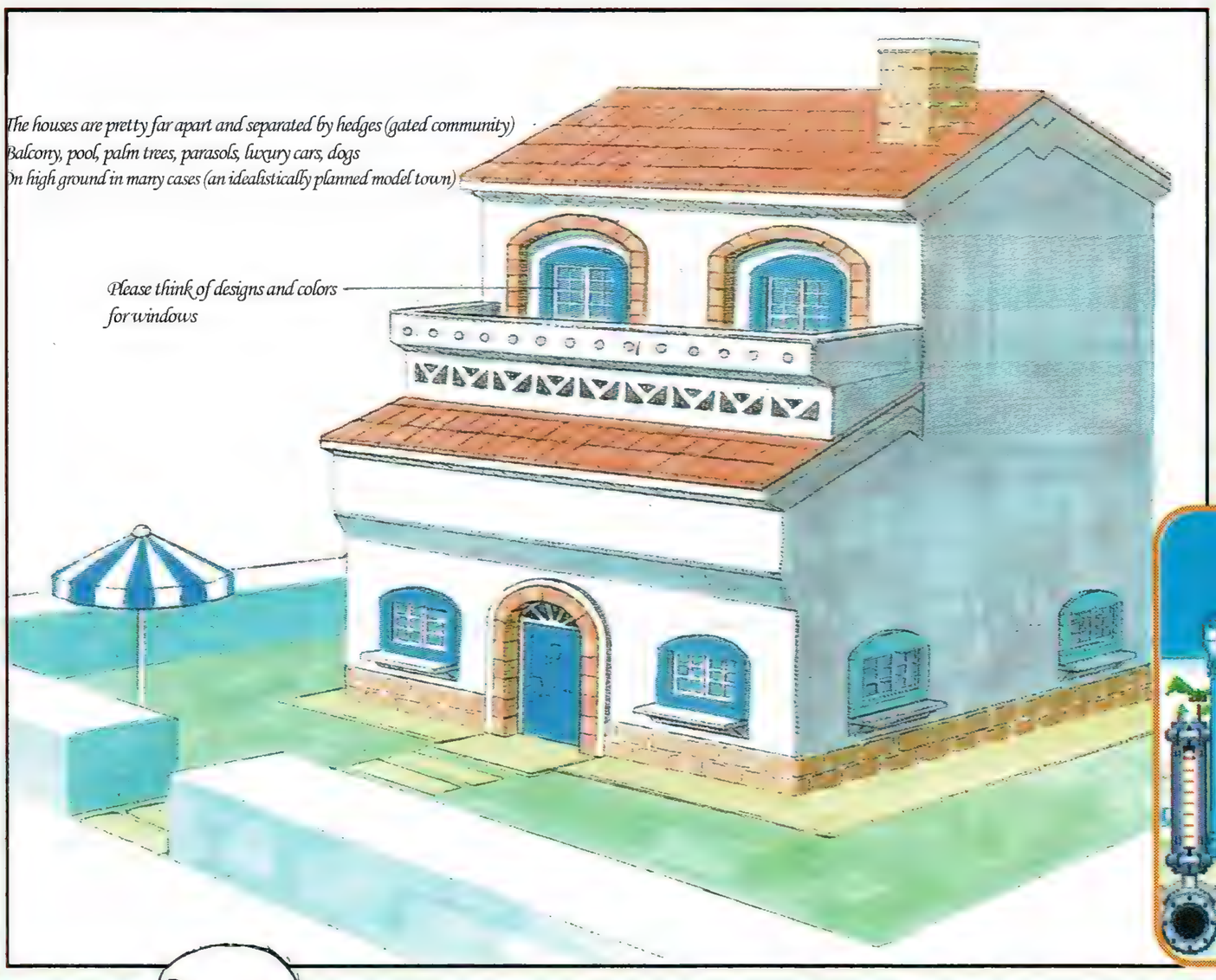
Bank Exterior Concept Illustration

This design has a theme like a Greek temple. Interesting to see how it changed to what's used now.

Bank Concept Illustration

This one is largely the same, but perhaps you can tell that the wall pattern is slightly different?

Sightseeing Spot Of This Area 5



Luxury Home Concept Illustration

The beach parasol propped up in the garden shows just what elegance the residents live in.

The high-end residential district is where the rich people of the island live. Every home has a butler or a maid, and gives the impression of being well off. However, since many of these people travel abroad they are seldom home. Mayor Amelia's home is located here as well.

I'd want to try living in a house like this even once, but just how much would it cost?

Taking Up a Stroll Alongside These Luxury Homes is Quite a Treat!!

Sightseeing Spot Of This Area 6

This island's police department is up on the right side of the hill in the City Hall area.

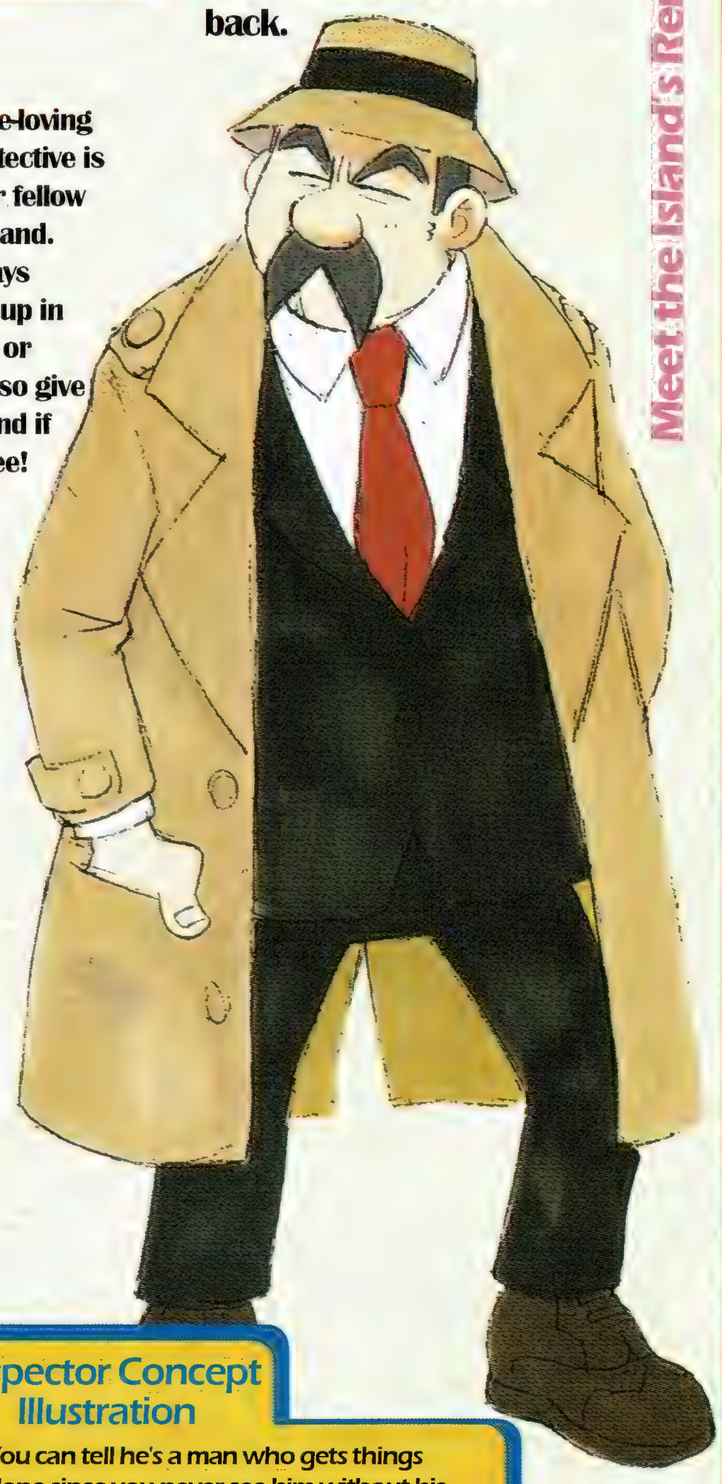
Everyone at the police station is working hard for the island's safety. Whatever incident may happen, they will be on the scene. They may have some valuable info for you. Also be sure to meet the police inspector in the back.

Police Officer Concept Illustration

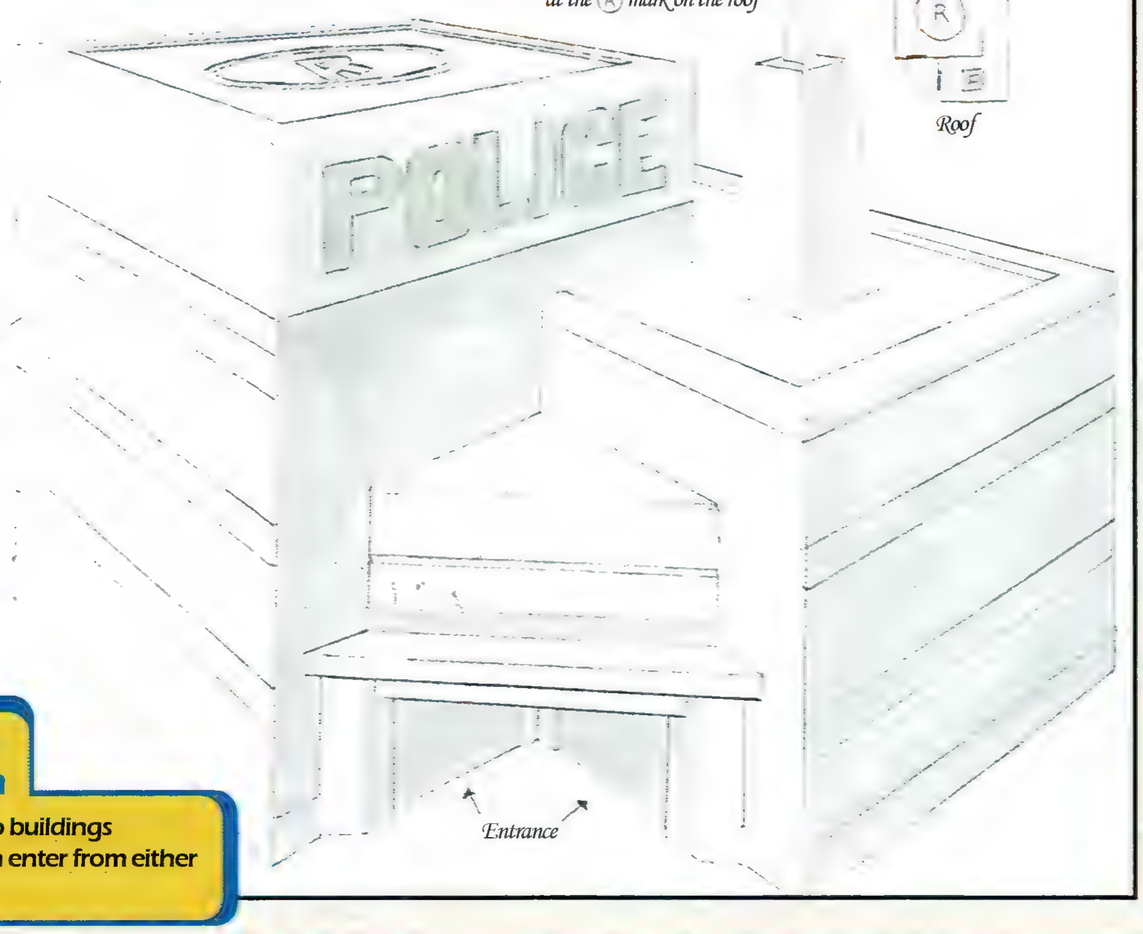
An armed police officer who protects people's safety. He looks pretty tough.

The peace-loving police detective is a popular fellow on the island. He's always wrapped up in one case or another, so give him a hand if you're free!

Meet the Island's Renowned Detective!!



I heard this was included in the setting details, so please make it as you see fit



Police Department Concept Illustration

The police department is two buildings connected together. You can enter from either one.

Inspector Concept Illustration

You can tell he's a man who gets things done since you never see him without his cap and coat.

MUST SEE!
SIGHTSEEING POINT 1
YASSMEADOW
A Sea of Greenery Stretching Into the Horizon

Spread across the northern point of the island is the Yass Meadow. Even out here, you'll find a small shack and people milling about, so try saying hello. And since it's so spacious, you might try having a leisurely stroll around too. When the weather's good, this place would be perfect for going on a picnic with everyone!!

⬆ Pass through the northern gate in the City Hall area and you'll reach the gorgeous meadow!

⬆ A green meadow stretches forever. Butterflies fly comfortably.

Let's Run Through the Fields!!

⬇ The fields of the Yass Meadow seem to stretch on forever. Doesn't it just want to make you shout out loud!? Yahoo!!

➡ What could be out there beyond the horizon?

The View From This Knoll is Amazing!!

Try climbing up the hills in the meadow! You can look around and see everything!! It's a great idea should you get yourself lost, or even just for a change of scenery. Maybe you'll find something you didn't expect!?

There's Also a Shack Selling Junk Parts!!

In the meadow there's a shack serving as a shop for both junk parts and items. Also they can refill your bottle, so they're a real lifesaver if you're in bad shape. But... are customers really going to come out to a place like this?

➡ The shop is located on top of a hill in the meadow. Its distinguishing feature is the vending machine on its left.

MUST SEE!
SIGHTSEEING POINT 2
CLOZER FOREST
Caves and Rivers Make Up the Pristine Nature Here

Isolated from the city, the Clozer Forest's nature remains practically untouched! You'll see butterflies and birds fluttering about, but try not to scare them off. If you're worn out from fighting, taking a break amidst the greenery isn't a bad idea, no? There's also a ruin out here so definitely look around.

⬇ It seems like there's something hidden deeply in the dense forest. Maybe there are dangerous animals!?

➡ Entering the Yass Meadow from the City Hall area and then heading south, you'll reach the Clozer Forest.

⬇ This cave connects to other areas. What could be on the other side of this one?

Let's Protect This Magestic Nature!

⬇ Crystal clear water flows out to sea. Stare at it long enough, and you'll lose track of time.

⬅ A peppy looking boy in shorts. Make sure he doesn't fall in!!

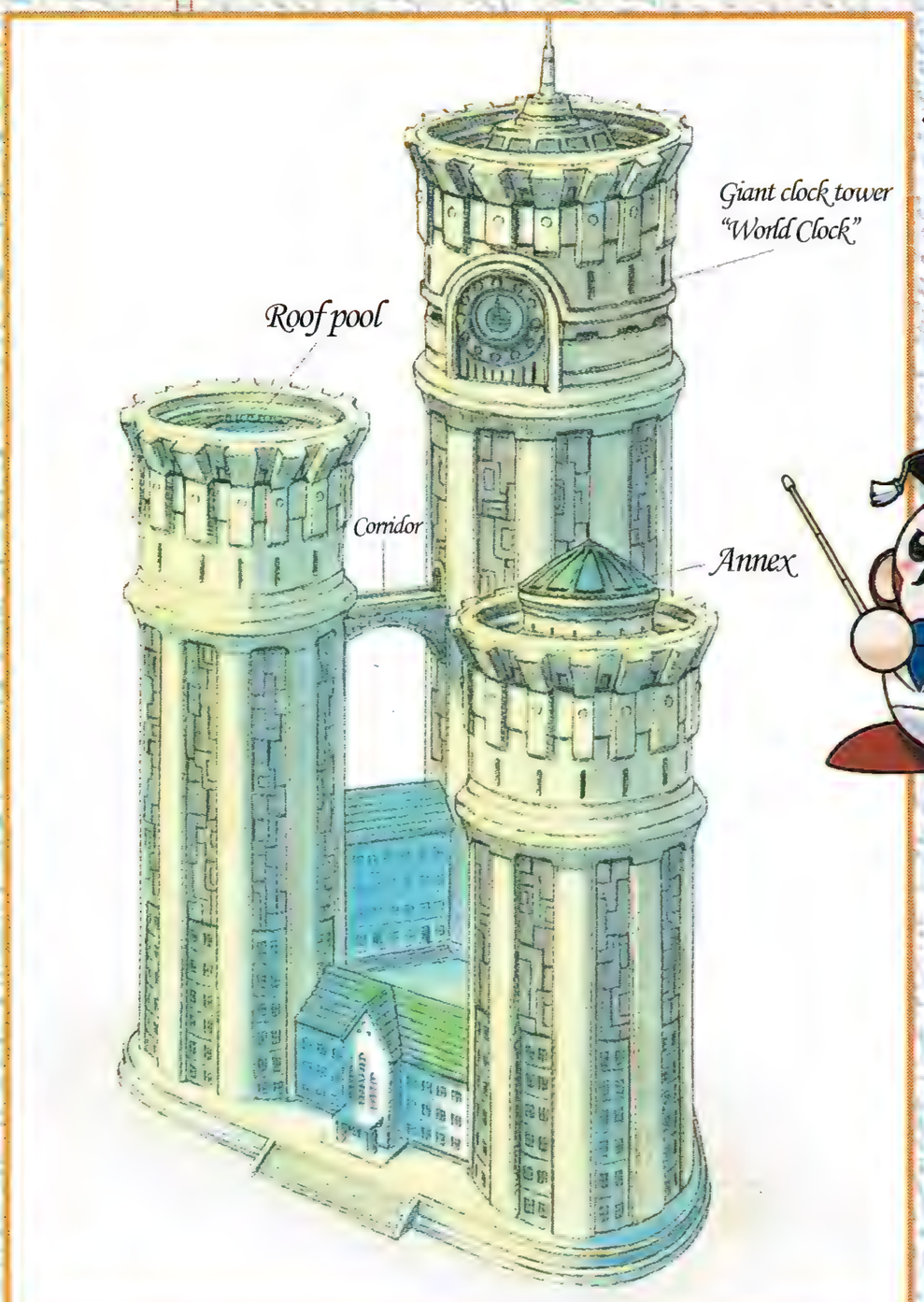
Try to Catch Crayfish!!

Smack dab in the center of the island, there's a boy looking for crayfish in a stream that flows out to sea. It's not easy to do in Japan today, but since all this nature remains, you can give it a try here! Perhaps Rock also fished for crayfish when he was little.

Prof. Data's UKI-UKI!! DASH LABORATORY!! 6th PERIOD

Rock's School and Tentative Ideas!!

We're in 6th period. Now for a look at the school that Rock was planned to attend. Game planning is really interesting!

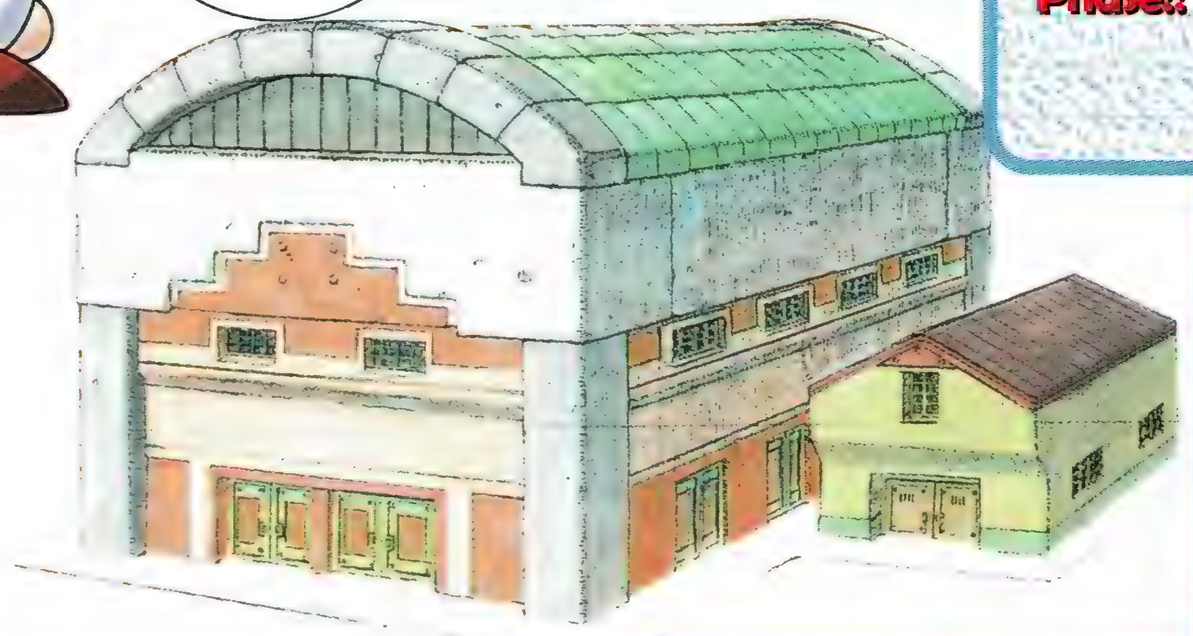


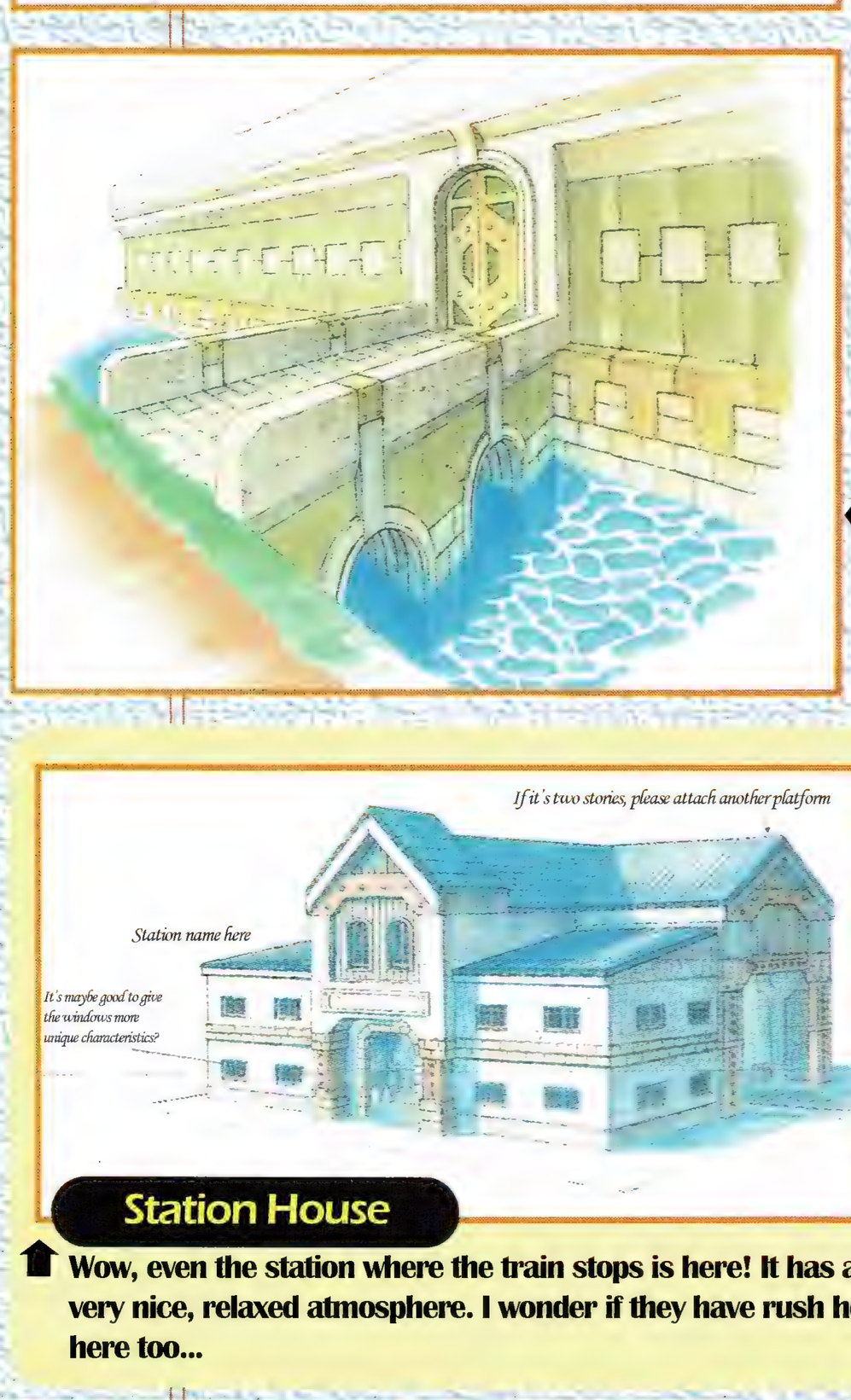
Rockman's School

Rock's school was drawn with a gothic feel. It looks rather prestigious... The design with the three towers is very cool. The tower on the left even has a pool.

I bet you're shocked to learn Rock was supposed to attend school. They even went so far as to design the school building and gymnasium. Since the game takes place on Kattleox, Rock didn't end up going to school, but this might be the school he went to in his hometown. Maybe he even took digging classes!

Rock's School, Which Remained During the Planning Phase!!





Gymnasium and Utility Room

Even the design of the gymnasium was planned out! I wonder what sort of sports they play... It's a pretty normal looking gym, right? Probably not too different from your own school's gym.

The School's Entrance

This is a school gate? Crossing a bridge to go to school feels really "upper class." It looks a bit different from the gate in the above picture. Perhaps it was thought up separately?

Playground Equipment

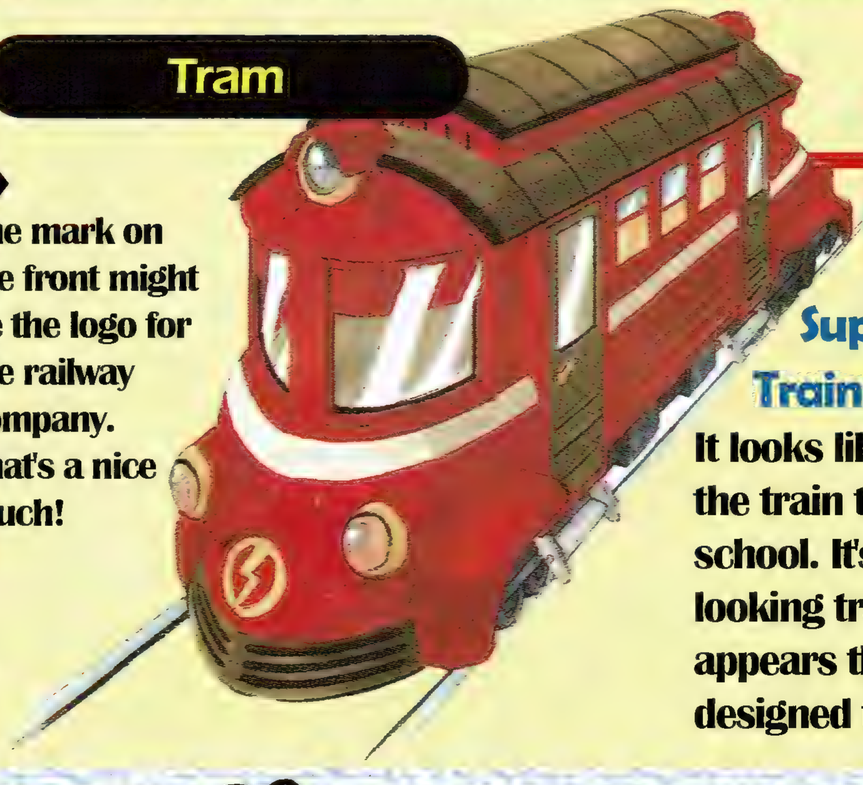
Looks like they even have the equipment in the utility room. From track and field, to basketball, and soccer.

Station House

Wow, even the station where the train stops is here! It has a very nice, relaxed atmosphere. I wonder if they have rush hour here too...

Tram

The mark on the front might be the logo for the railway company. That's a nice touch!



NEWS FLASH!!

People Were Supposed to Take the Train to School!!

It looks like students would take the train to go from home to school. It's a pretty nostalgic looking train, like a tram. It appears the back of the train is designed the same as the front.

The Two Genius Mechanics Clash!!

Roll and Tron's Mechanical Matchup!!

The time has finally come for the faceoff! The two machine-loving ladies will start their epic battle for the title of genius mechanic!! Fans of both will absolutely be watching this one!!

Roll and Tron, Which One is the Most Genius Mechanic!? Data and the Servbots are Making Sparks!!

Ookee! I say Roll is cuter, and more of a genius...

M-miss Tron is amazing! She's a beauty and she makes giant machines!!

ROLL-ORTRON: WHO IS THE GENIUS MECHANIC?

Of the two genius mechanics who appear in the game, let's see which one's the best! Hmm, it's a really tough choice!

The mighty Tron: even from within her mech, you can just feel her confidence! Her mechs are her pride and joy!!

With a great love of machines, leave piloting to her! The ever chipper Roll!!

Roll isn't just good with repairs; she can develop items too! But when it comes to giant mechs, you can always count on Tron. It would seem the jury's still out in determining who the "best" is between the two. Let's kick things off by interviewing the people closest to them! It looks like they've got clear winners in their minds.

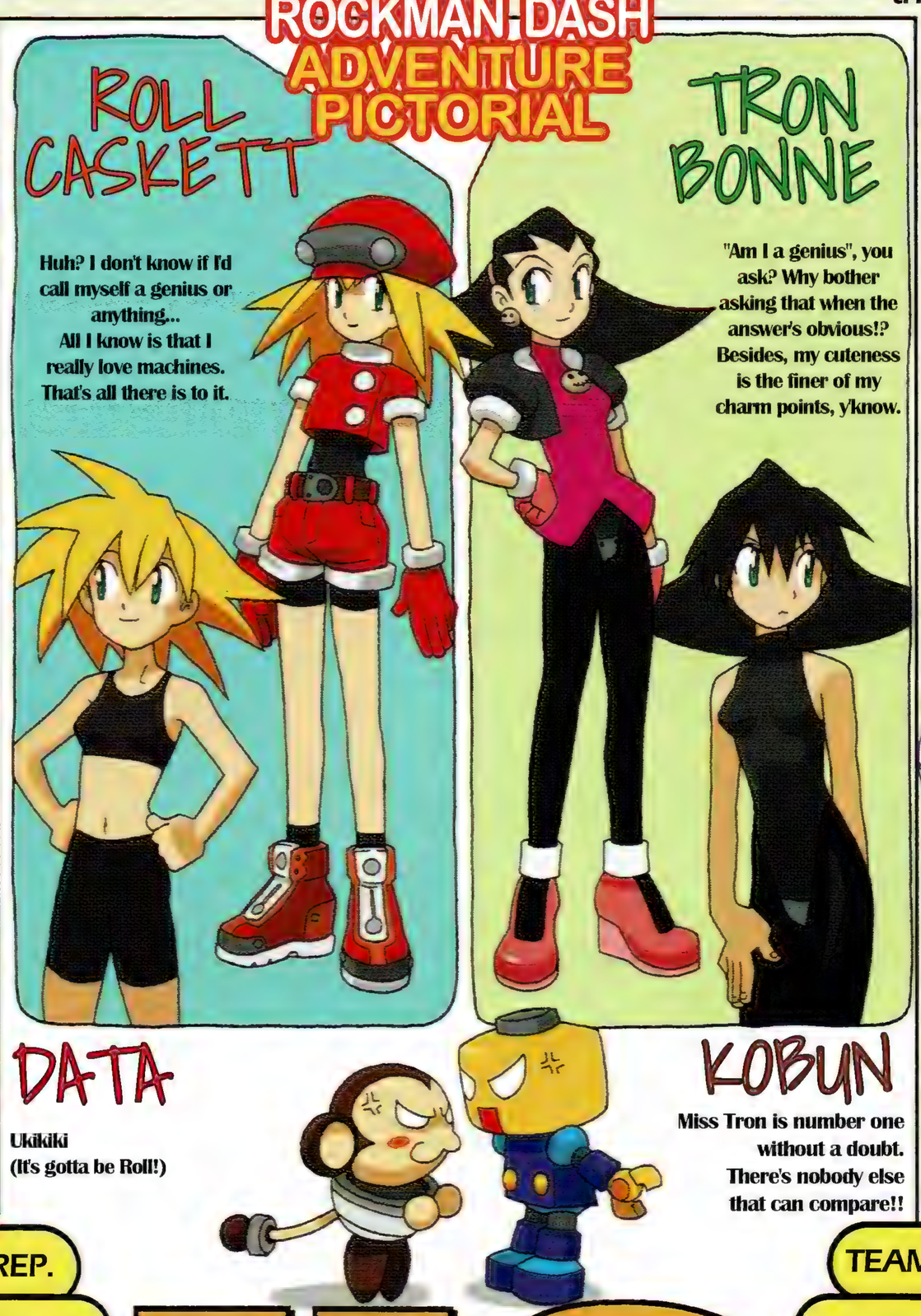
The Roll and Tron Teams Are Both Brimming With Pride!!

ASKING FAMILY Team Roll

GRAND FATHER	Mr. Barrel Caskett

Ah, Roll's loved machines ever since she was little. Despite her age, she keeps making all these incredible gizmos that surprise the heck outta even me. Well, that's my grandchild for you!!

ROCKMAN.DASH ADVENTURE PICTORIAL



ASKING FAMILY Team Tron

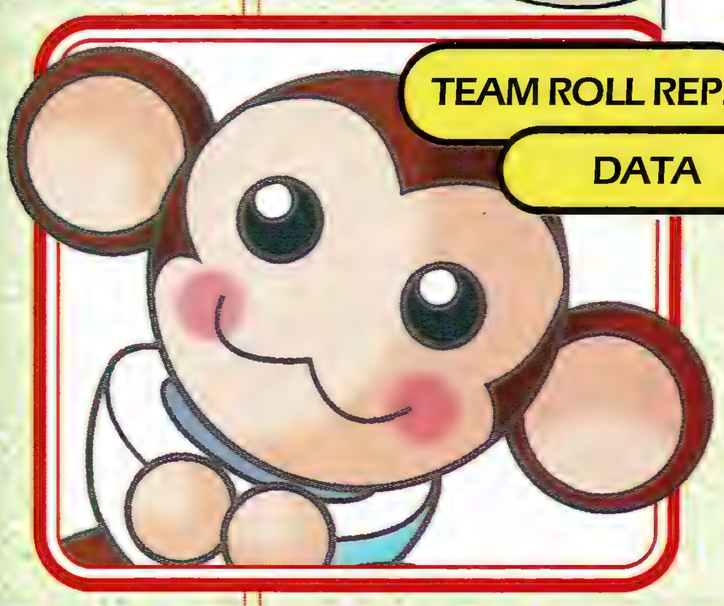
Hah, something like that's beyond easy. We're the Bonnes! And as Tron's older brother, I can say without a shadow of a doubt that she's an absolute mechanical genius!!

LI'L BRO	Mr. Bon Bonne

BIG BRO	Mr. Teisel Bonne

TEAM ROLL REP.

DATA



VS

TEAM TRON REPS.

KOBUNS #1 - 40

LET'S COMPARE THE PAIR'S AIRSHIPS!!

Tron's Gesellschaft

As it's outfitted with the latest in weapons and armor, it's unstoppable! Of course, when you're a genius like me it's only natural. I'll turn their clunker of an airship into scrap!!

Roll's a kind girl who can't help but want to fix a broken machine whenever she sees one!!

Of course Miss Tron is a genius! After all, she was able to build this massive airship!!

The Flutter is an old clunker that Roll dedicates herself to carefully fixing up!!

BUT

The Flutter might be on the old side, but with some maintenance, she can still be pretty reliable! To abandon a machine so soon after it breaks down is a bit sad, don't you think?

Roll's Flutter

MISS TRON! WAY TO GO!!

All the mechs Miss Tron makes are really, really big and really, really strong!!

GIANT MECHS ARE TRON'S SPECIALTY!!

No matter how broken down it can be, as long as you have the right parts it gets fixed up! Isn't that amazing?!

GREAT AS ALWAYS, ROLL! UKII!!

FROM OLD LEMON TO ROCK SUPPORT CAR

How about we let the readers be the tiebreaker after looking at more of the girls' works?!

Ha Ha Ha

ANSWER 'EM, ROCK!!

Yeah!! Let's let that blue fellow be the tiebreaker!

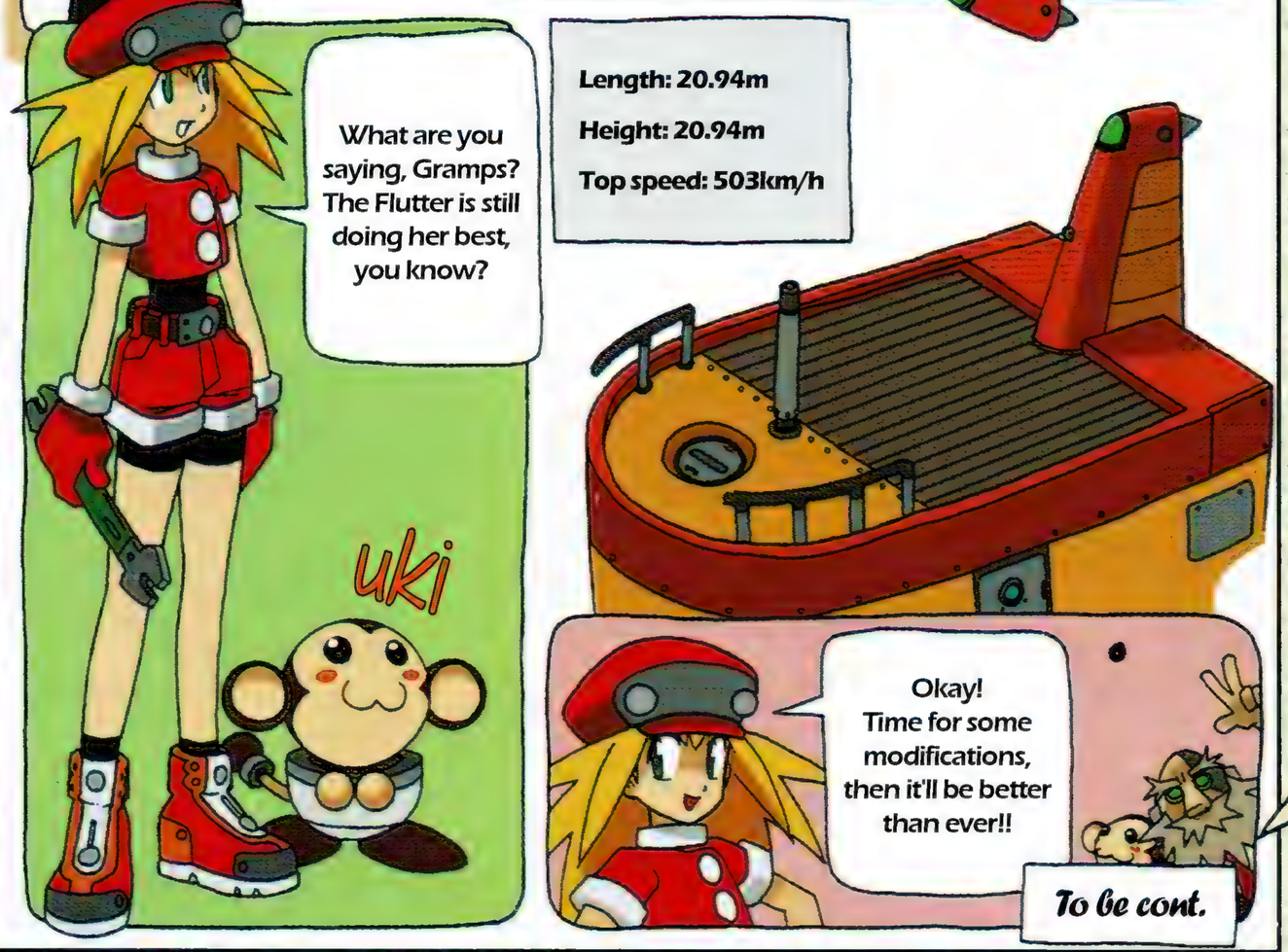
Since it's come to this, Rock will have to be the tiebreaker!

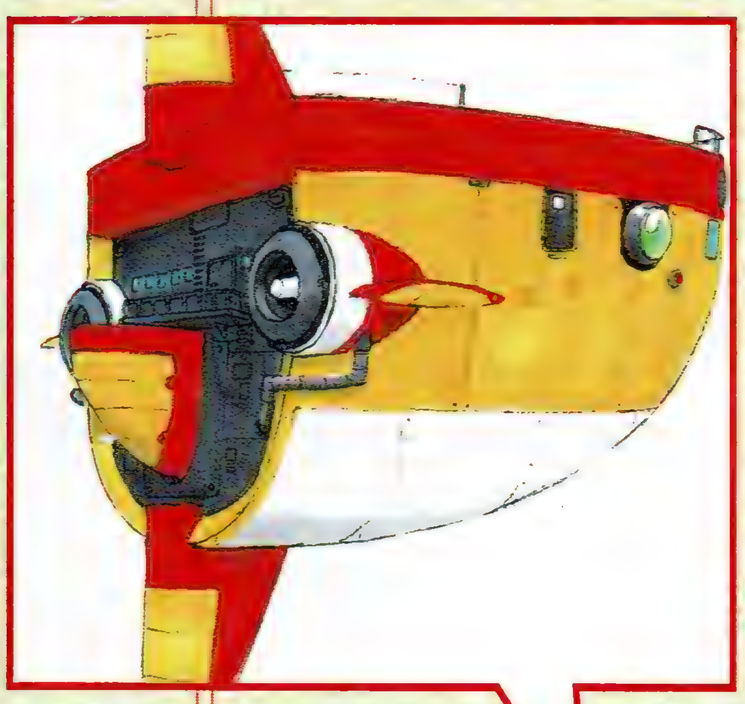
ROCKMAN DASH ADVENTURE PICTORIAL

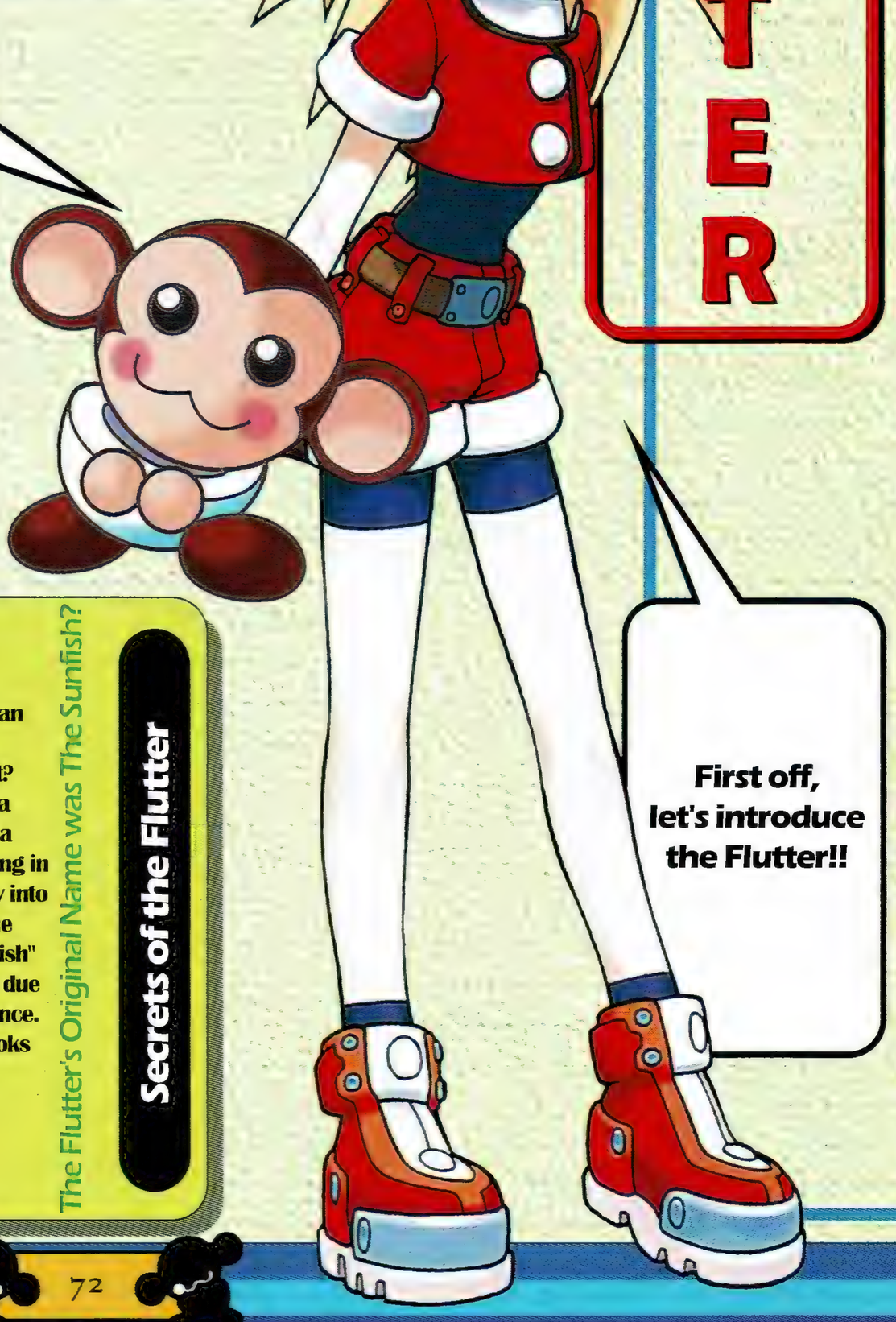
THE FLUTTER

The Flutter may be an older airship, but Roll keeps it going with repairs here and there. There's rooms for everyone, as well as a dining room, so the Caskett family spends a lot of their daily lives onboard. Can you imagine traveling in such an airship?! Even just its shape seems fun!

Length: 20.94m
Height: 20.94m
Top speed: 503km/h



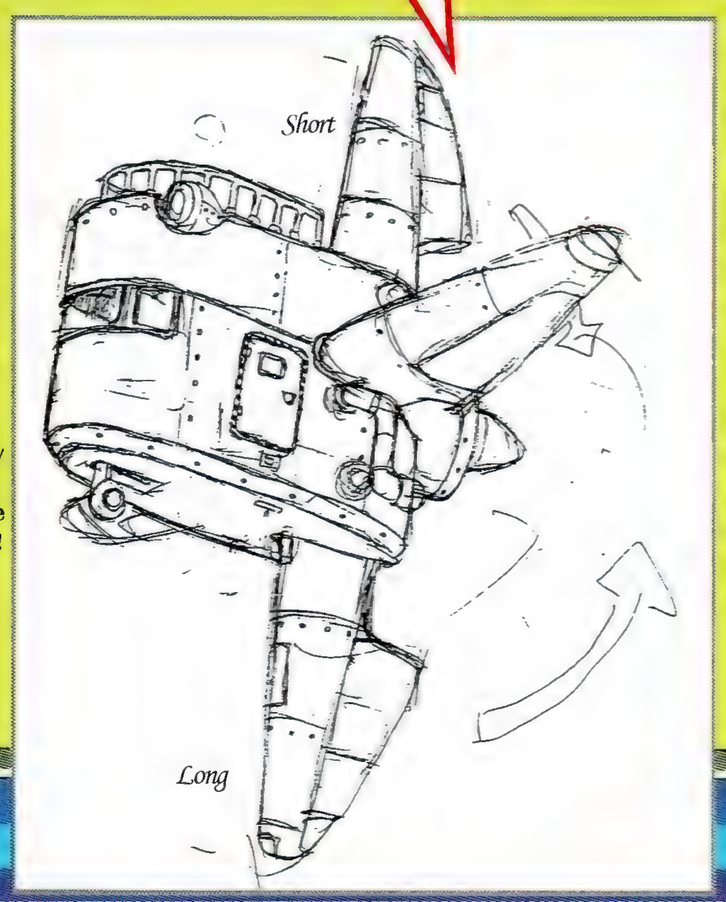




Secrets of the Flutter

The Flutter's Original Name was The Sunfish?

The Flutter has an awfully famliar shape, doesn't it? That's right, it's a dead ringer for a sunfish swimming in the ocean! Early into development, the name "The Sunfish" was considered due to the resemblance. Even its "eye" looks like a sunfish's, right?



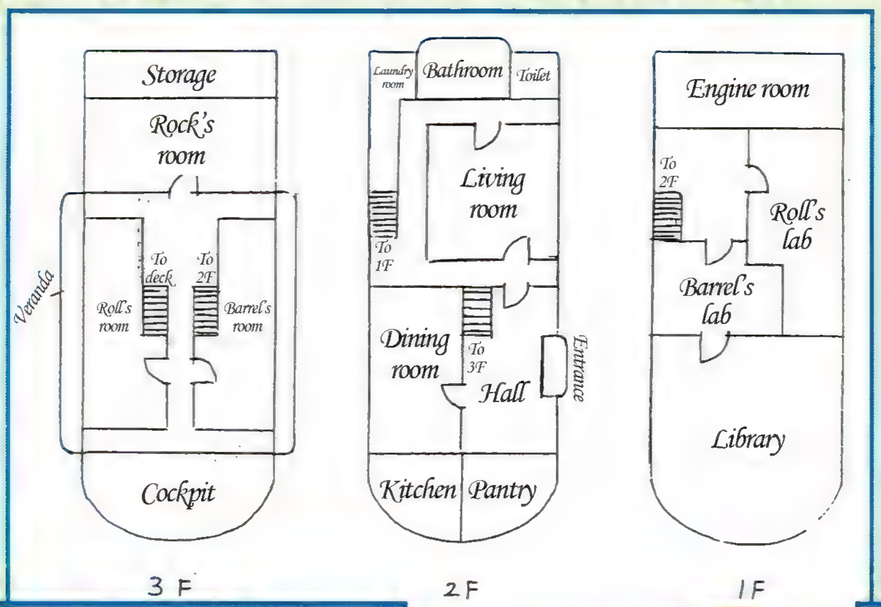
➡ It would seem there were also plans to make the wings collapsible. Supposedly, the flight speed dramatically increases when they're folded back!

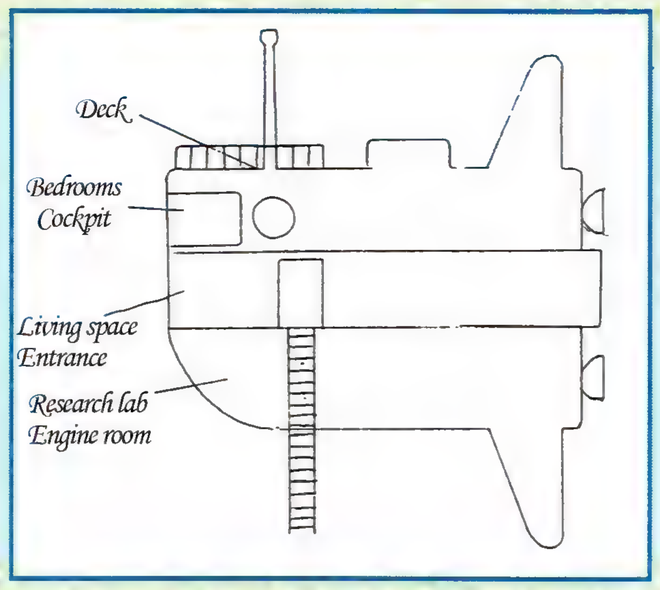
The Small Scale Airship Rock and Co. Ride Through the Skies, Sailing to and From Each Island

SCOOP! FLUTTER BLUEPRINTS FOUND!!

Revealing What's Inside the Flutter, from the Cockpit to Rock's Room!!

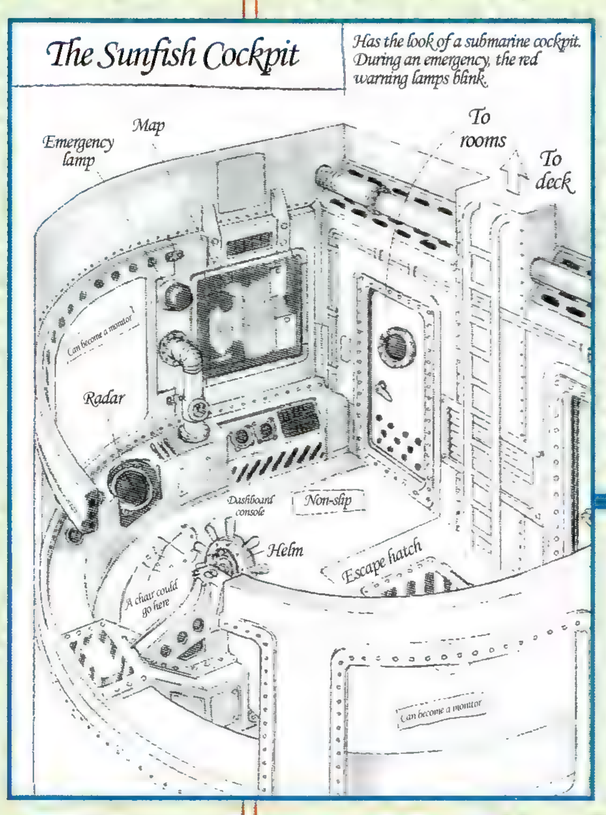
Blueprints of the Flutter have been discovered! Have a look at what's inside, and maybe you'll find out more about Rock and Co.'s everyday life?

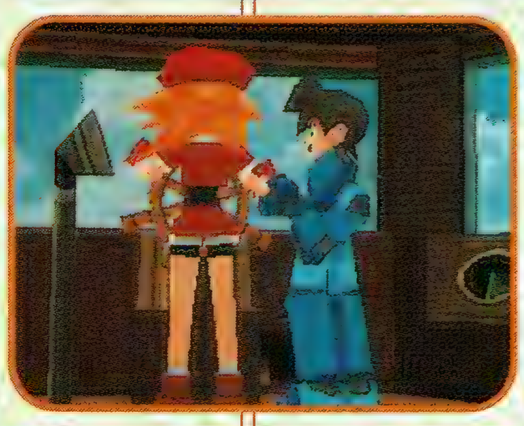




COCKPIT

The Flutter's controlled from this cockpit! Turning the ship's wheel will change its flight direction. Looks like a job that takes some strength, doesn't it?

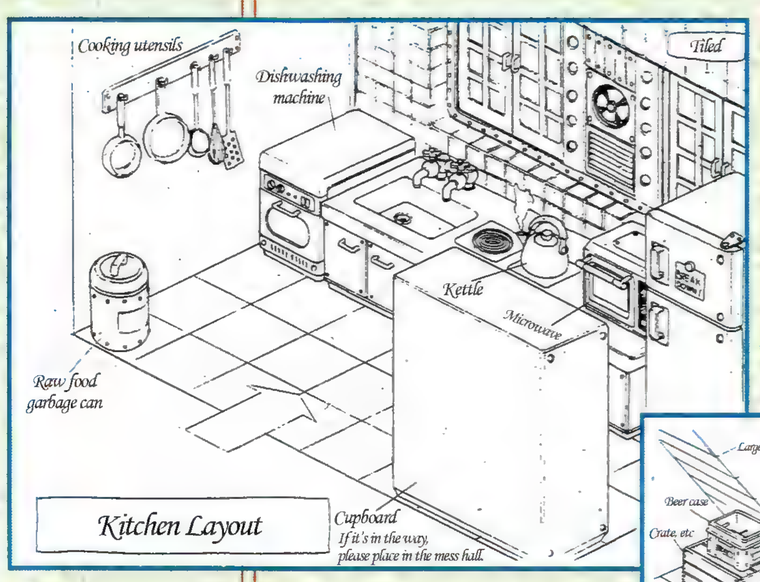




Steering is Roll's job. Protecting the ship is Rock's!!

KITCHEN & DINING AREA

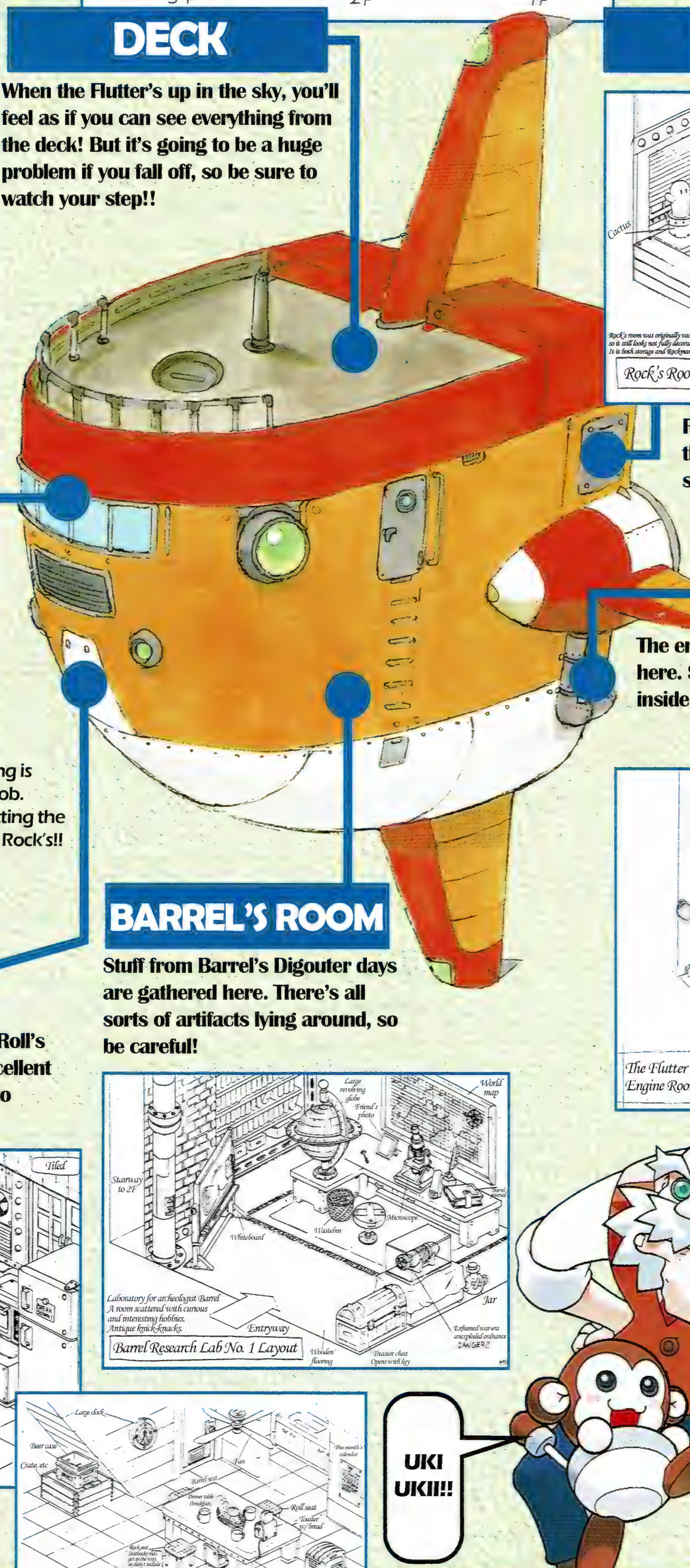
The Caskett family eats their meals here. Roll's not only good with machines, she's an excellent cook as well!! She even takes nutrition into consideration.



The wide space allows for enjoyable cooking. Afterwards, Rock is in charge of cleanup...?

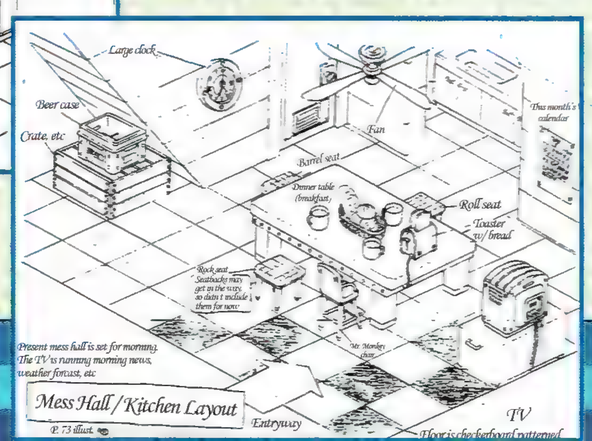
DECK

When the Flutter's up in the sky, you'll feel as if you can see everything from the deck! But it's going to be a huge problem if you fall off, so be sure to watch your step!!

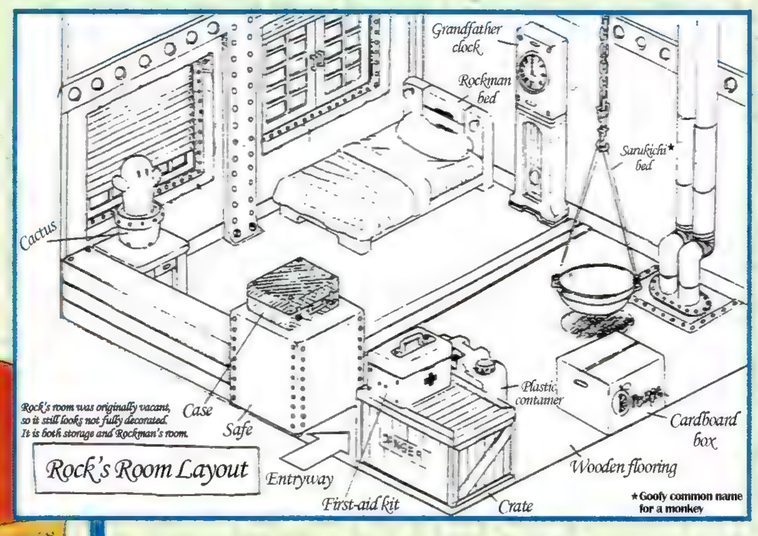


BARREL'S ROOM

Stuff from Barrel's Digouter days are gathered here. There's all sorts of artifacts lying around, so be careful!



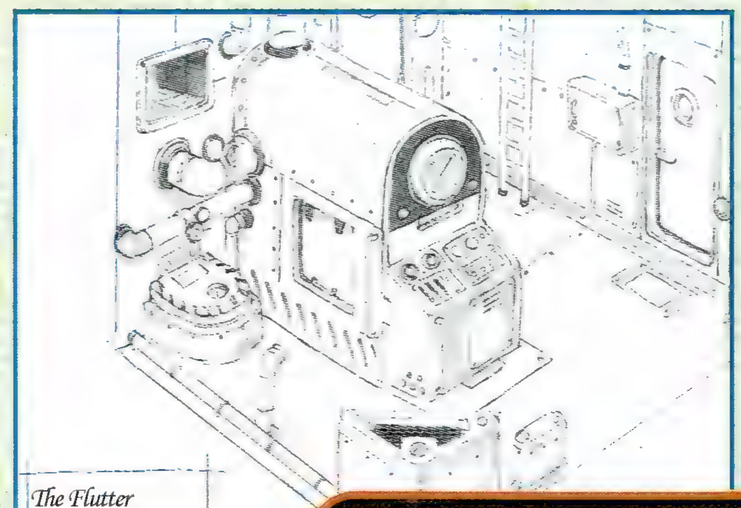
ROCK'S ROOM

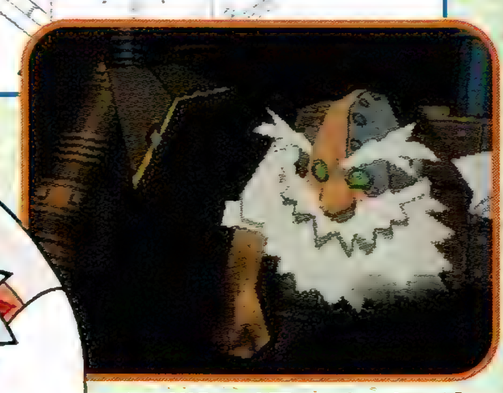


Rock got the tower clock from Roll and the cactus from Data. Rock's room is sure full of presents, isn't it?

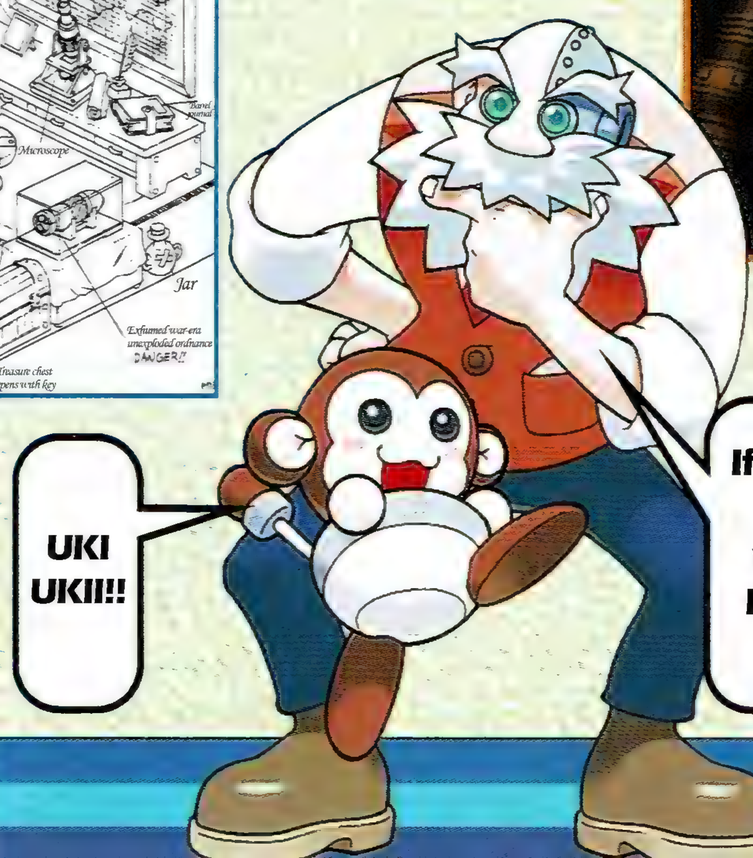
ENGINE ROOM

The engine that runs the Flutter is located in here. Since it's usually dangerous to go inside, no one but Roll's normally allowed in.

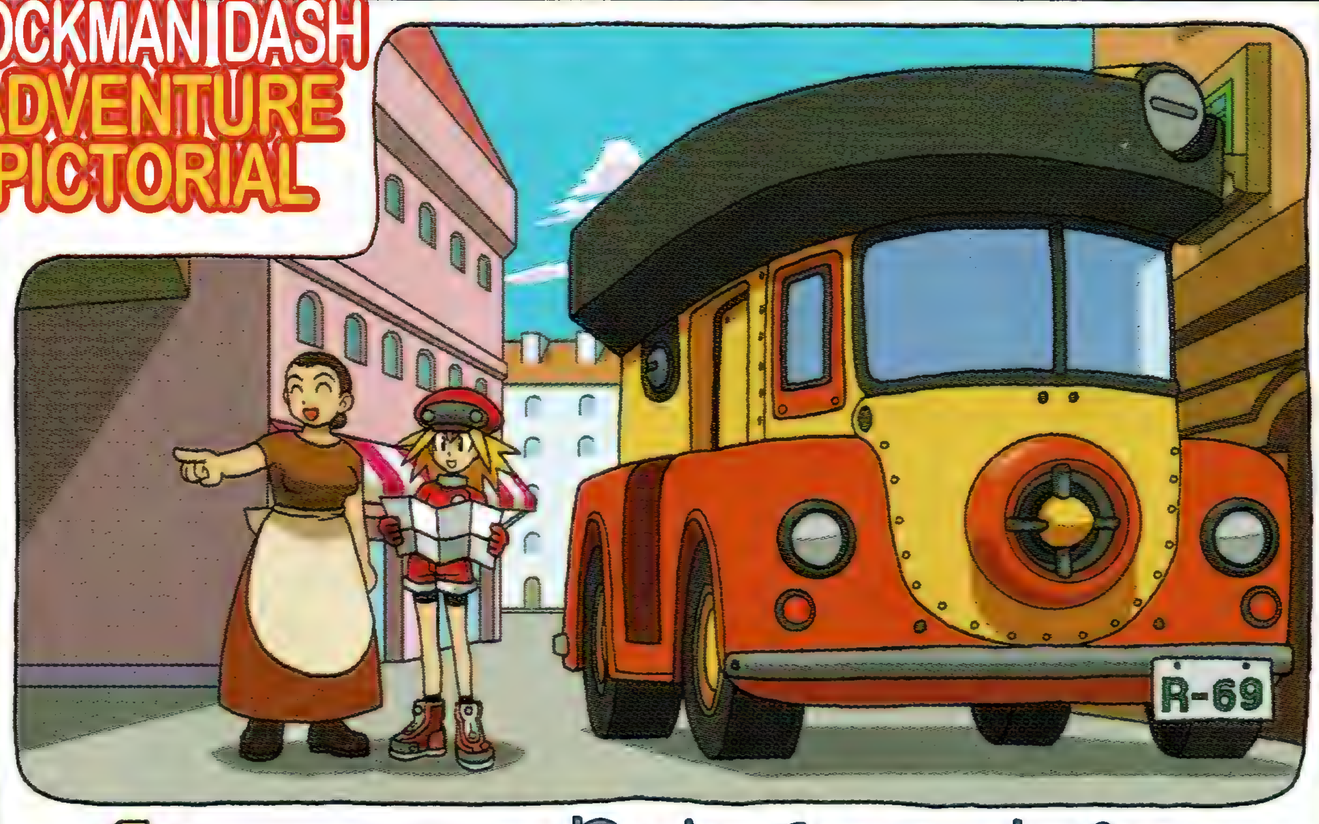




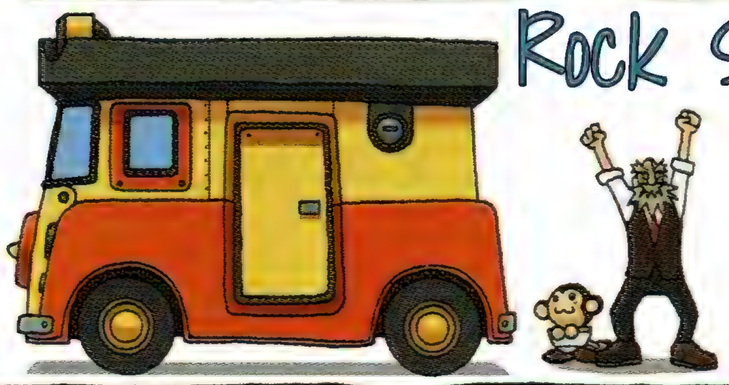
Whoa! There's a lot of smoke. Is he okay!?



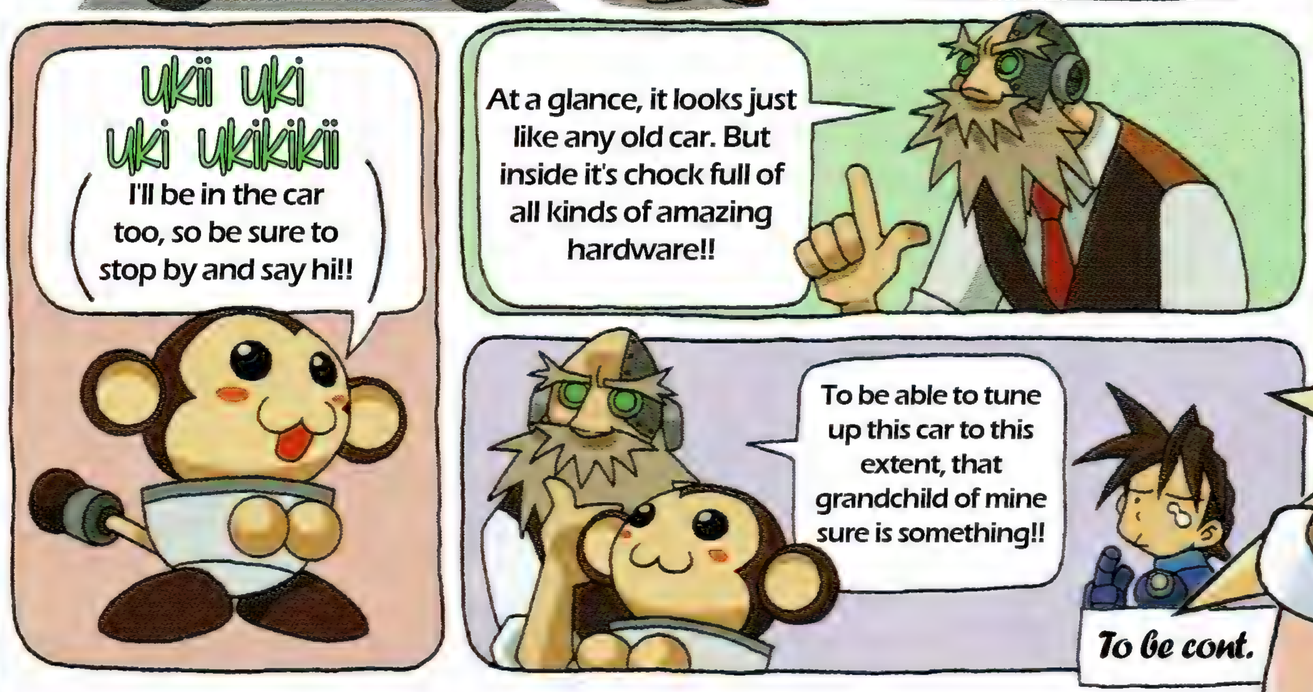
ROCKMAN.DASH ADVENTURE PICTORIAL



Rock Support Car



Length: 2.8m
Height: 4.35m
Width: 2.65m
Top speed: 215km/h



If the Flutter's for the skies, then the ground is where the Rock Support Car truly shrines!! If you reach out using the Support Car's dedicated walkie-talkie, then it'll come and pick you up, wherever you may be! Inside, it's possible to change weapons or develop items, so the Rock Support Car's got everything you could need.

ROCK SUPPORT CAR

Rock's Ever Reliable Support Machine!!

It's quite a shock to see such a clunker make this kind of transformation. Great job as always, Roll!

Back in the Field As the Support Car!!

The gallant form of the Support Car, as if brought back to life! With Roll maintaining it, it looks as good as new!

The Support Car was an old clunker that was abandoned near the entrance to the city and eventually fixed up by Roll. It used to belong to the Junk Store man, but it was entrusted to Rock and co. as thanks for helping him out. Now that it's back in tip-top shape, the car seems pretty happy to be doing its thing once again!

The Support Car is Thusly Born

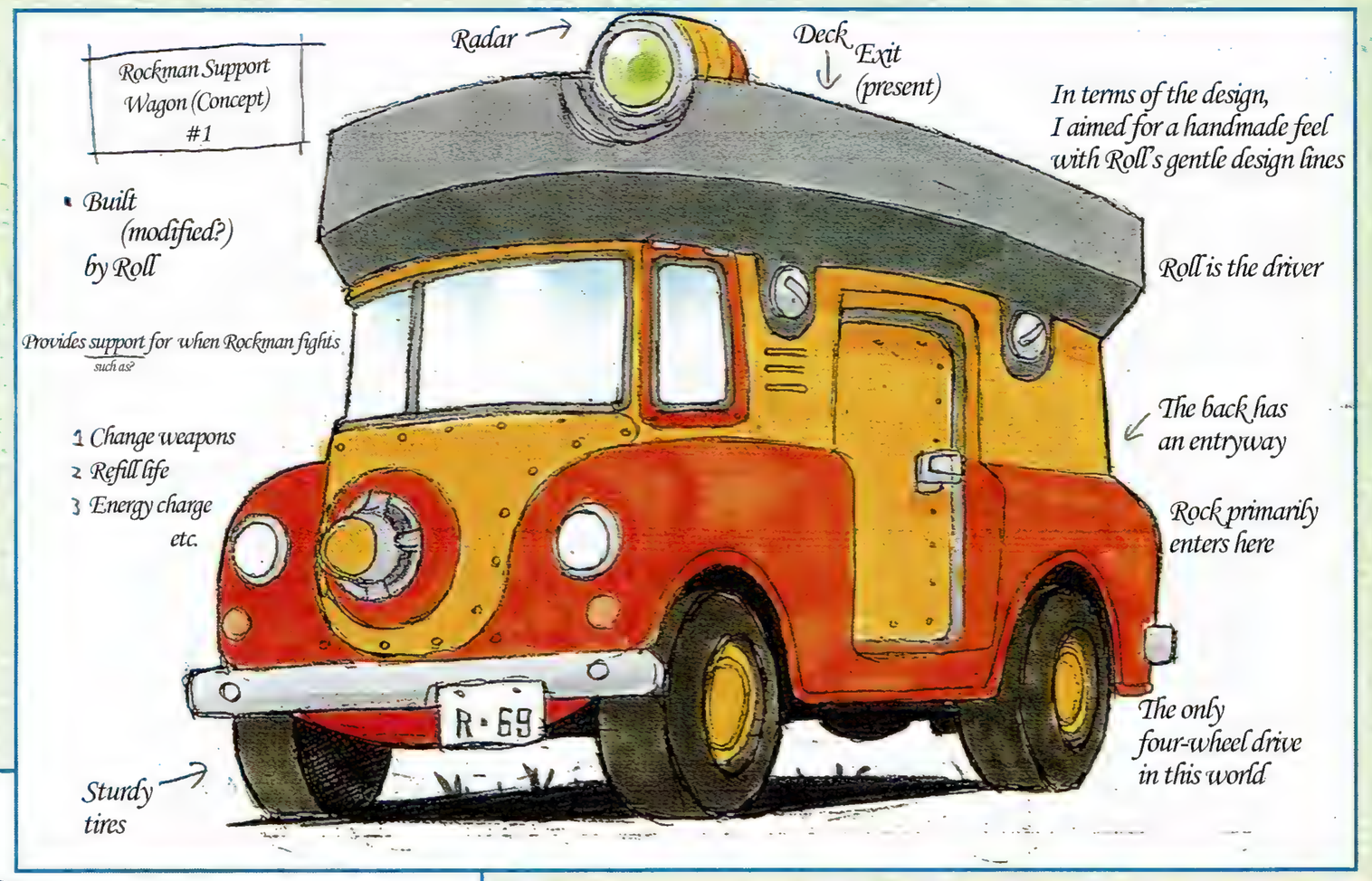
It Was Originally an Abandoned, Old, Clunker!?

EVEN MORE SCOOPS!!

SECRETS OF THE ROCK SUPPORT CAR!!

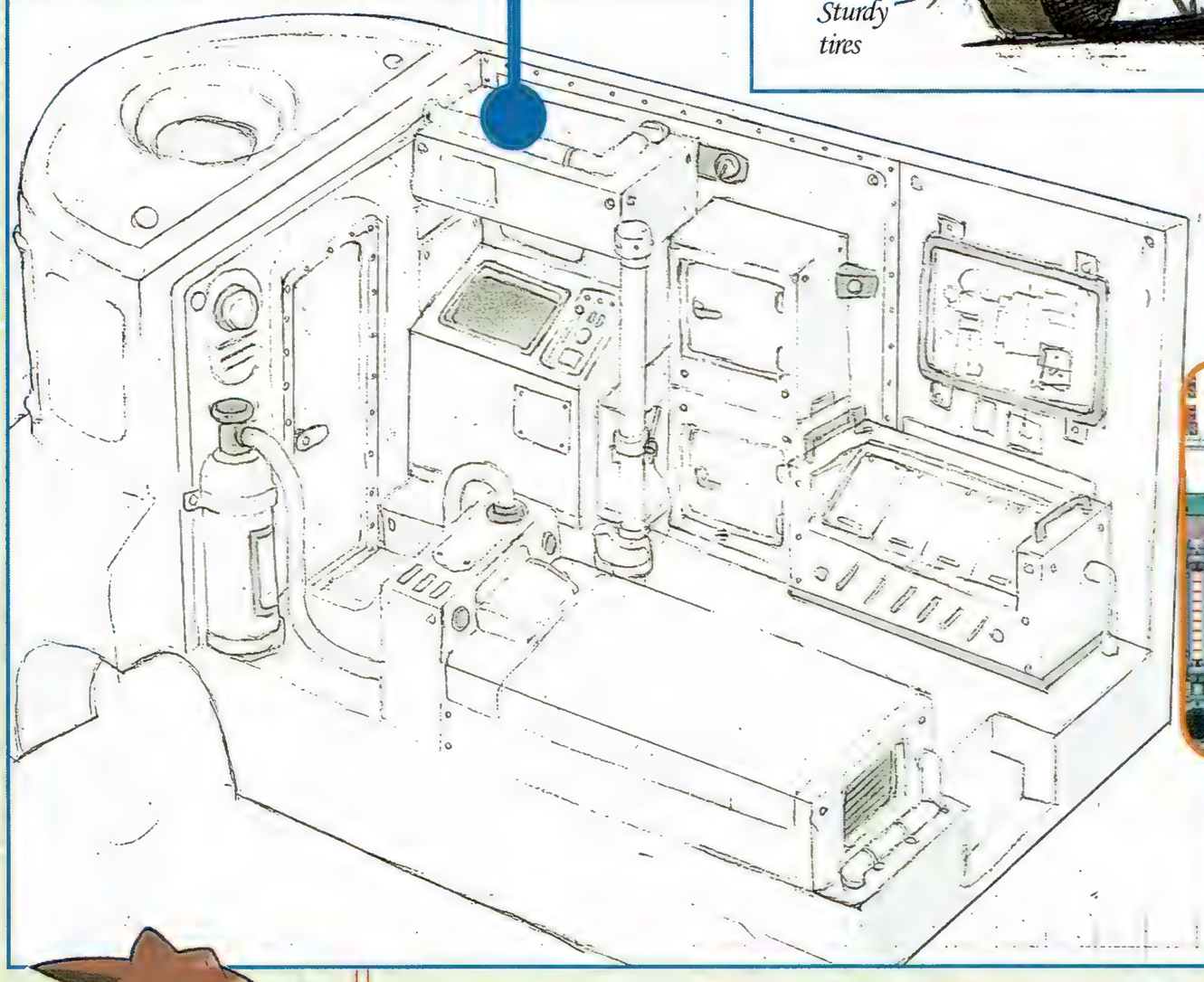
What's the inside like in the Support Car refurbished with Roll's technological prowess? We discovered some documents and we'll go over those details with a fine-toothed comb!! Even from the image on the right, we can determine it was called the Rockman Support Wagon in the beginning, but you couldn't help but want to cruise around in a station wagon like this!!

An In-Depth Analysis of Each and Every Feature the Support Car Has!!



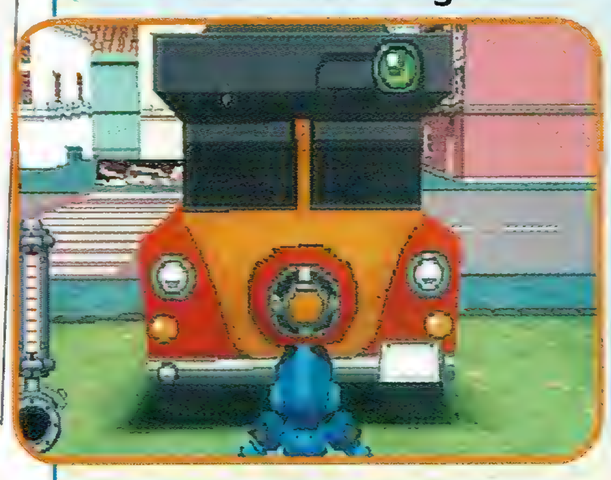
INTERIOR

This storage compartment has everything a Digouter could ever want! It's like a medical room and an armory rolled up into a single car.



This High Fidelity Radar Picks Up Ruins in a Flash!!

It's incredible you could even create a radar this good!!

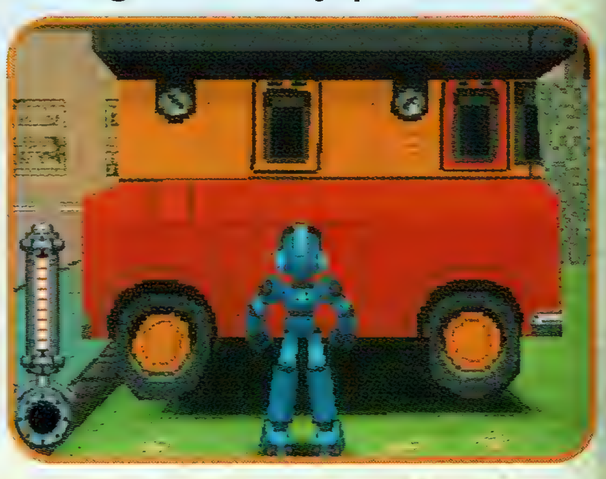


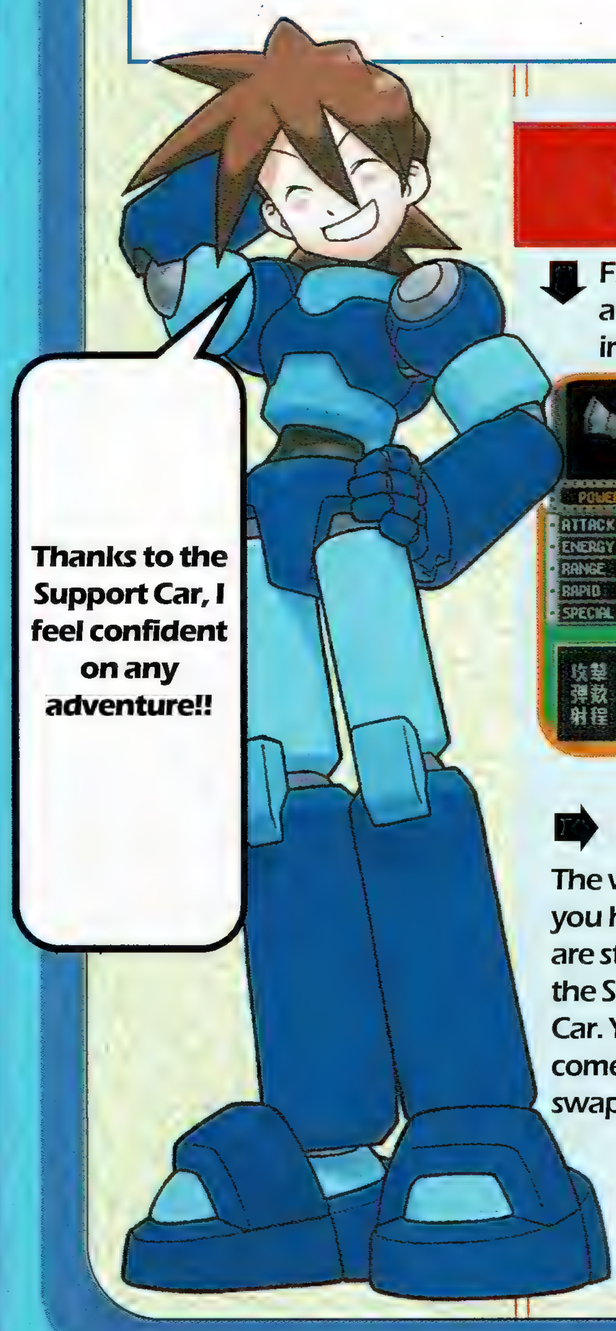
The Rock Support Car is equipped with a high fidelity radar invented by Roll. It gives off a signal whenever they're closing in on ruins. This alone would make Rock's life as a Digouter simple. It might even be fine if they got lost.

Rough Roads? No Problem! The World's Only 4WD!

It might surprise you to hear, but the Rock Support Car is the world's only 4WD vehicle! 4WD refers to four-wheel drive, where all four wheels are provided with power. This means the car can keep going even if any of the wheels is off the ground! No matter the road it's always smooth sailing, err, driving.

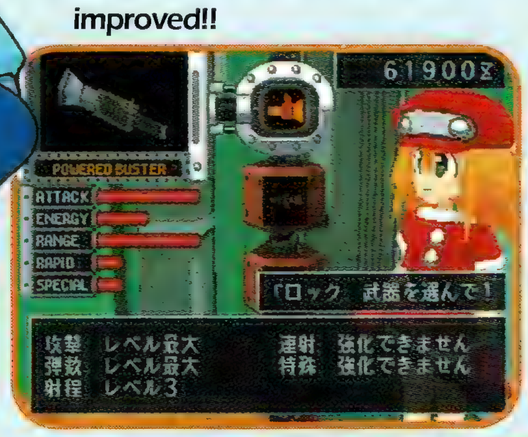
Whatever place he's going, Rock can get there lickity split!!





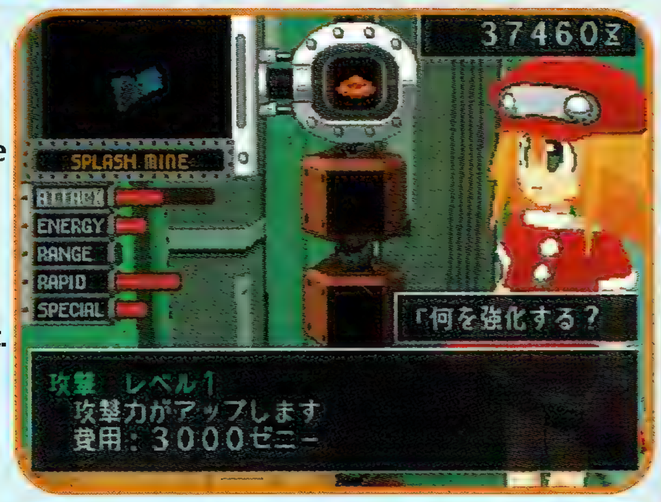
Development of Rock Parts is A-OK!!

From range to power to capacity, all sorts of attributes can be improved!!



You can get special weapons powered up at the Support Car, too! It is possible to strengthen weapons made from junk parts. By strengthening them, you may be able to draw out more of their true potential. Try powering them all up!!

The weapons you have made are stored in the Support Car. You can come here to swap them out.



Development of Rock Parts is A-OK!!

When you come to Roll for item development, a new weapon is born!

Within the Support Car is equipment that can modify junk parts into weapons. Depending on the parts used, all manner of amazing weapons can be created. If you find any interesting junk in the ruins, be sure to bring it to Roll ASAP!

Inside The Support Car Is Where Parts Are Manufactured!

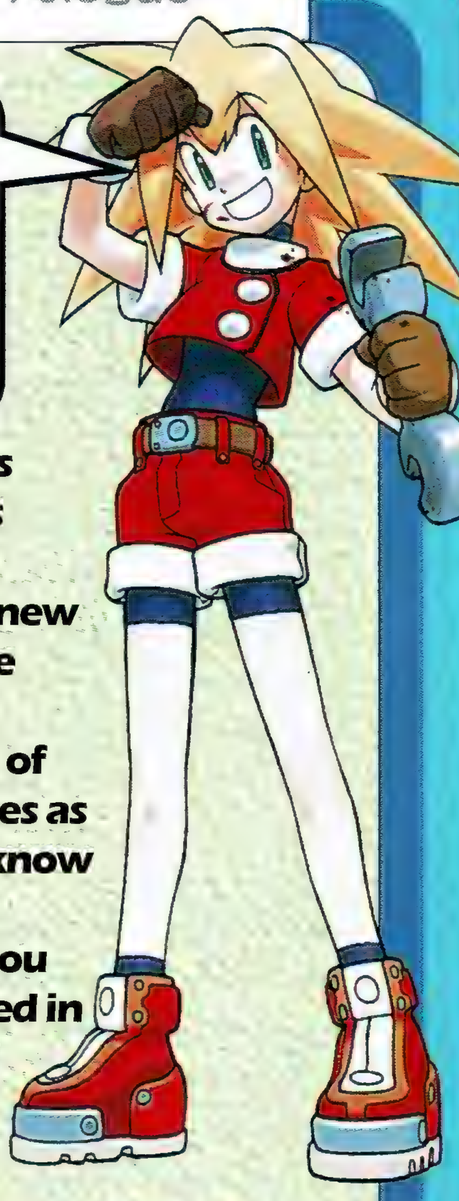
These Various Parts Are Used to Power Up!!

Junk Parts and Purchased Parts...

...Can All Be Reconfigured!!

With Roll's skilled handiwork, all sorts of things are given complete makeovers!! It's always exciting to see what she comes up with!!

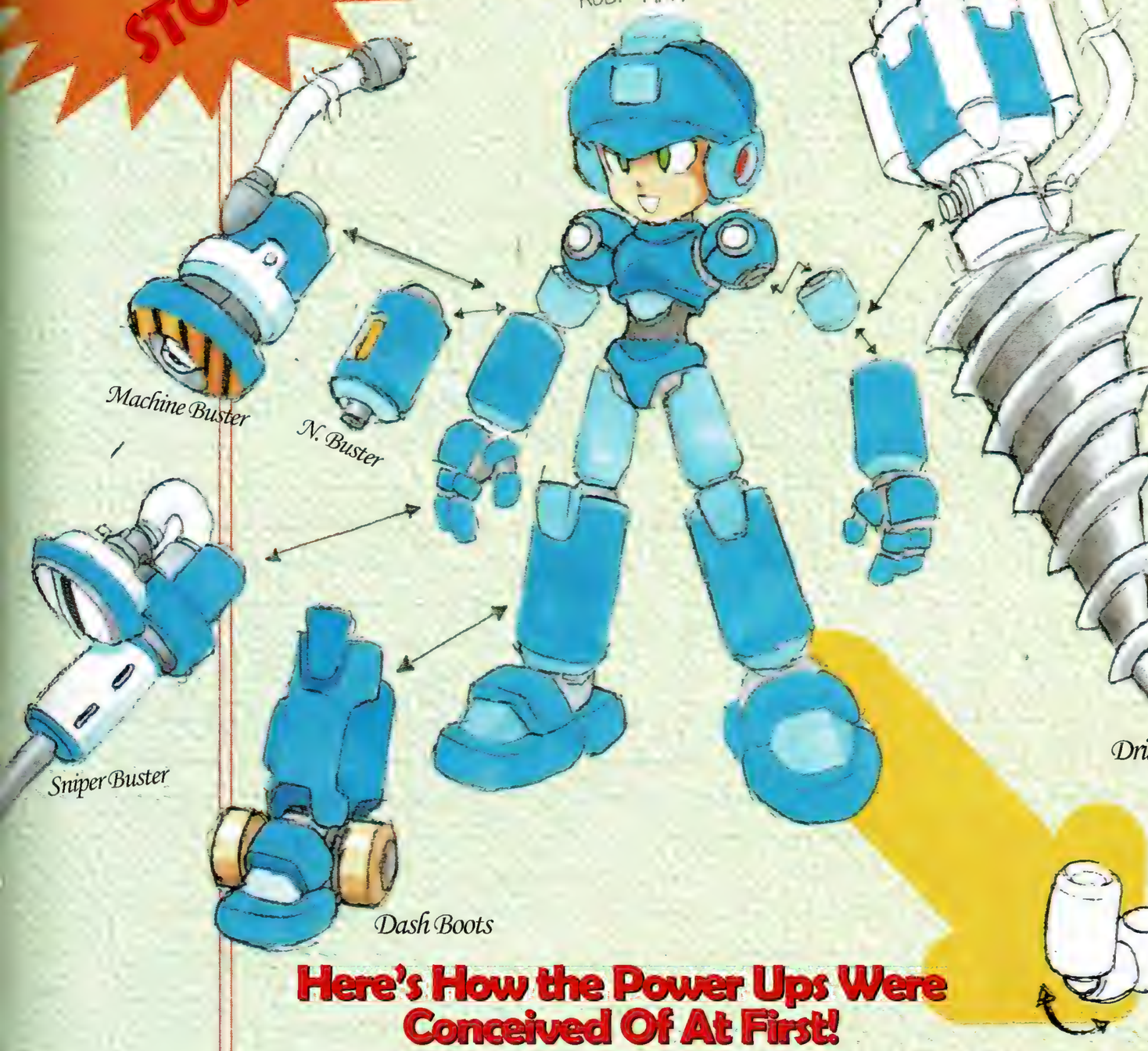
When taking about the stuff I make, we mustn't forget about Rock's parts!



Roll can use parts Rock finds on his digouts to be components for new Rock Parts. These materials can be found in all sorts of unexpected places as well. You never know what kind of surprising uses you can find concealed in an unlikely item!

THE TRUE STORY!!

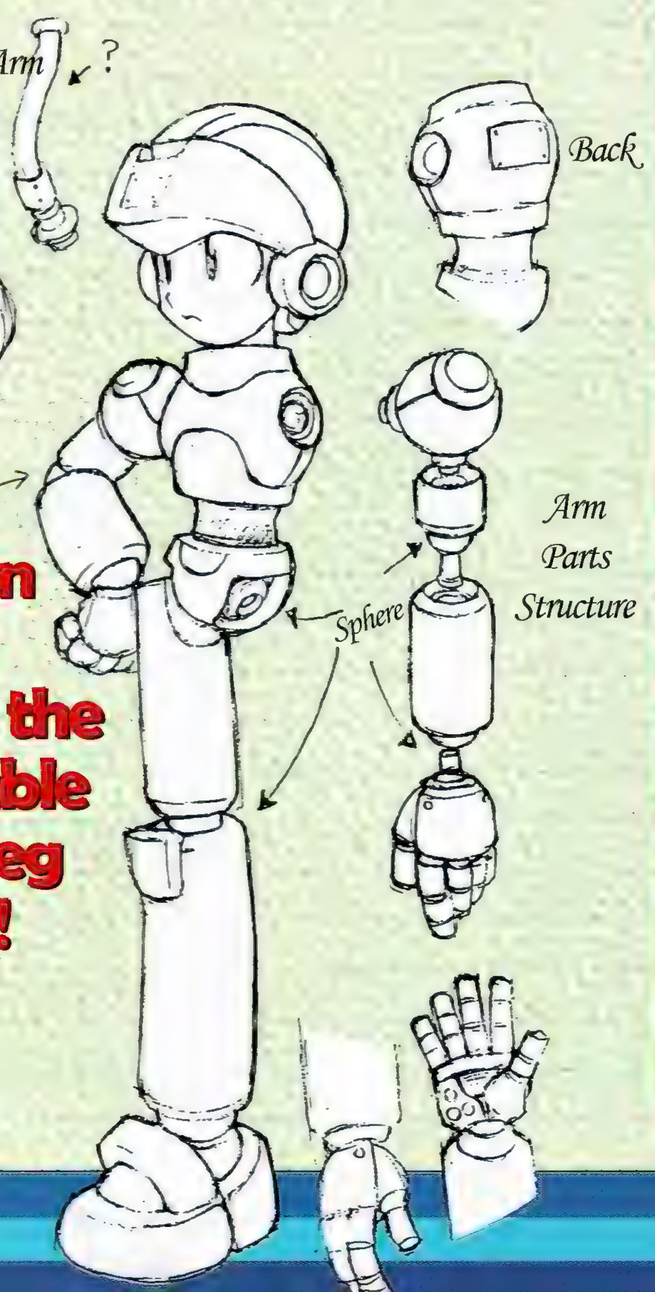
How The Method Behind Rock's Power Ups Was Decided!!



Rock Power Ups, The First Draft!!

From the very start, the plan was for Rock to have interchangeable limbs to allow for power ups. We were also considering the same method for special weapons at that time. However, the distinction between left and right arm parts, and the inclusion of body parts were still to come.

Here's How the Power Ups Were Conceived Of At First!



A Diagram Of The Rock Parts Broken Down!!

The Decision Was Made to Go With the Exchangeable Arm and Leg Parts Idea!!

And So At Last, the Power Up System Was Decided!!

Once the system for power ups via parts swapping was settled, we started thinking about how Rock's own parts were comprised. By figuring out how his joints were configured and where other parts would be ideally attached, the power up methods came to be determined.

Rock Can Get a Tune-Up Using the Support Car!!

ROCK POWER UP

Create Your Own Powerful Rock!!

Rock's power up parts are quite handy and customizable! How to best use these parts together is up to you. Be sure to try out many combinations to create your own original Rock!

ROCK POWER UP GUIDE!!

HELMET

Damage Is No Problem With This!!

The Trusty Head Parts!!

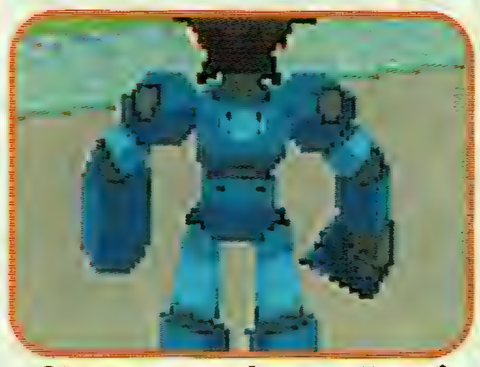
The helmet is a very important piece of equipment for protecting Rock's cranium. Whenever you go out on a dig, one should never forget to wear a helmet! With this gear on, you should be able to walk away from even the most dangerous spills!!

Look good and stay cool under pressure with this!

BODY PARTS

You Can Even Get A Sturdier Body To Boost Your Defensive Power!?

The body parts that protect Rock's body can be exchanged for even more powerful protection, reducing the damage taken from the enemy even further!! With a strong, solid set of body parts equipped, there'll be nothing to fear from the enemy's attacks!!

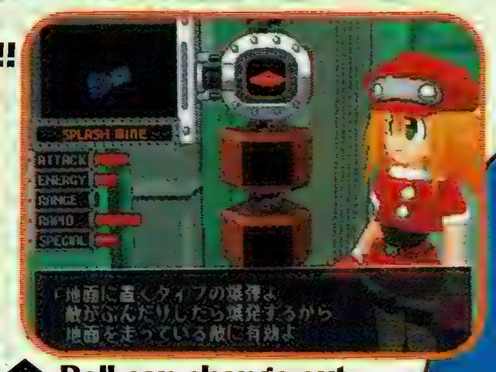


Stay composed no matter what enemy comes your way. Very reassuring on any adventure!

ARM PARTS (RIGHT)

So Many Different Special Weapons To Try On!!

Special weapons will come in handy a lot over the course of Rock's adventure. There are weapons for tearing down walls and ones that boost your attack power, but these all have limited ammunition so it's important to keep an eye on your weapon gauge! Always try to select the best weapon for a given situation!!



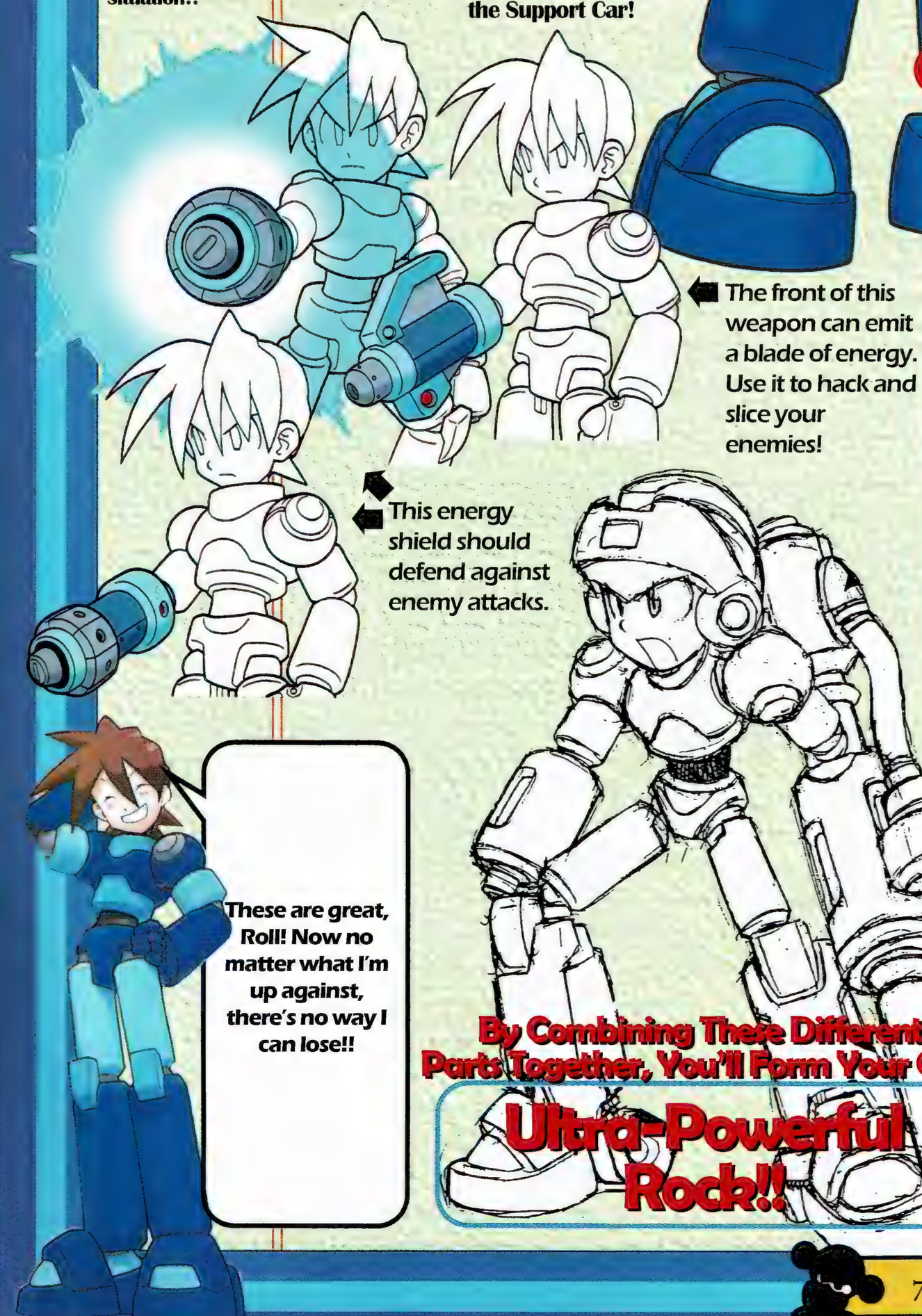
Roll can change out your special weapons in the Support Car!

ARM PARTS (LEFT)

A Rock Buster With Numerous Combinations!!

The Rock Buster uses parts that can come in many gratifying combinations! These powerful parts were designed to start you off with from the very beginning. The appearance of the buster doesn't change with the different parts equipped so that its design contrasts with those of the special weapons.

By experimenting with the combinations, you can create your own optimal Rock Buster.



With these parts equipped, you've got something like a bazooka cannon! You can clear out enemies from long range with its powerful shot.

The front of this weapon can emit a blade of energy. Use it to hack and slice your enemies!

This energy shield should defend against enemy attacks.

It's also possible to fire a continuous blast packed full of powerful energy.

FOOT PARTS

Up Your Jumping Power Or Gain Super-Speed With These Incredible Mobility Parts!!

Swapping out foot parts can increase jumping or dashing abilities to new heights!! Separate parts can be attached simultaneously to the areas around the calf and below the ankle to allow for multiple power ups!!

There's even parts that work like roller skates! Yeah!!

These are great, Roll! Now no matter what I'm up against, there's no way I can lose!!

By Combining These Different Parts Together, You'll Form Your Own

Ultra-Powerful Rock!!

A Giant Fortress Floats Through the Skies!!

➡ The Gesellschaft is the Bonne family's secret base. This is where they hold their planning meetings.

Air Pirate Craft Are Loaded on Board!!

⬅ The ship's hull stores the fighter ships that the Kobuns pilot! They're prepared for any kind of skirmish!!

Let me introduce you to the most powerful air pirate armaments I've ever created!!

This here is the one giant mecha that Tron boasts the most pride in building. The Gesellschaft is an enormous aircraft carrier that also serves as the Bonne family's mothership. With its powerful weapons and super thick armor, the Gesellschaft stands as a huge menace to Rockman and his allies! Who knew that Tron could create such a gigantic machine? She might be a genius.

The Bonnes Will Take It From Here!!

Let's begin with our mothership, the Gesellschaft!!

The Bonne family's strongest aerial fortification serves as the base for their attack on Kattleox island.

The Gesellschaft

Tron's Most Prided Giant Airship!!

We're working on the ship too!

For those of you wanting to learn more about the Bonnes, we'll give you an in-depth look inside the Gesellschaft!! We'll also show you illustrations of the internal facilities drawn during the planning stages!!

The Gesellschaft Inside Report!!

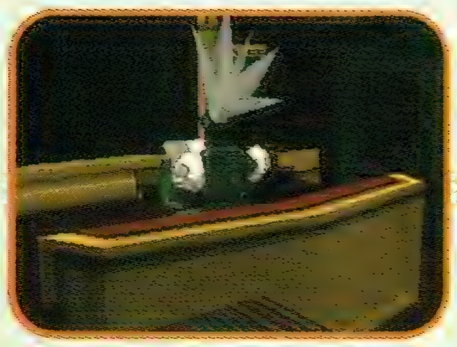
Cockpit and Command Room

There are about six Kobuns in charge of piloting the ship working in the cockpit of the Gesellschaft. Also in the cockpit is the operations command deck. This is where Teisel issues orders during operations.

During an operation, the Bonne family, pilots, and any other team members will be present here. ➡

Teisel's Room

Avid reader Teisel has a room with fully filled up bookcases! Who knows, maybe it's all comic books? He loves cartoons and he's got a big screen TV!



⬅ Kicking back on the sofa and reading's a good time!

Cafeteria

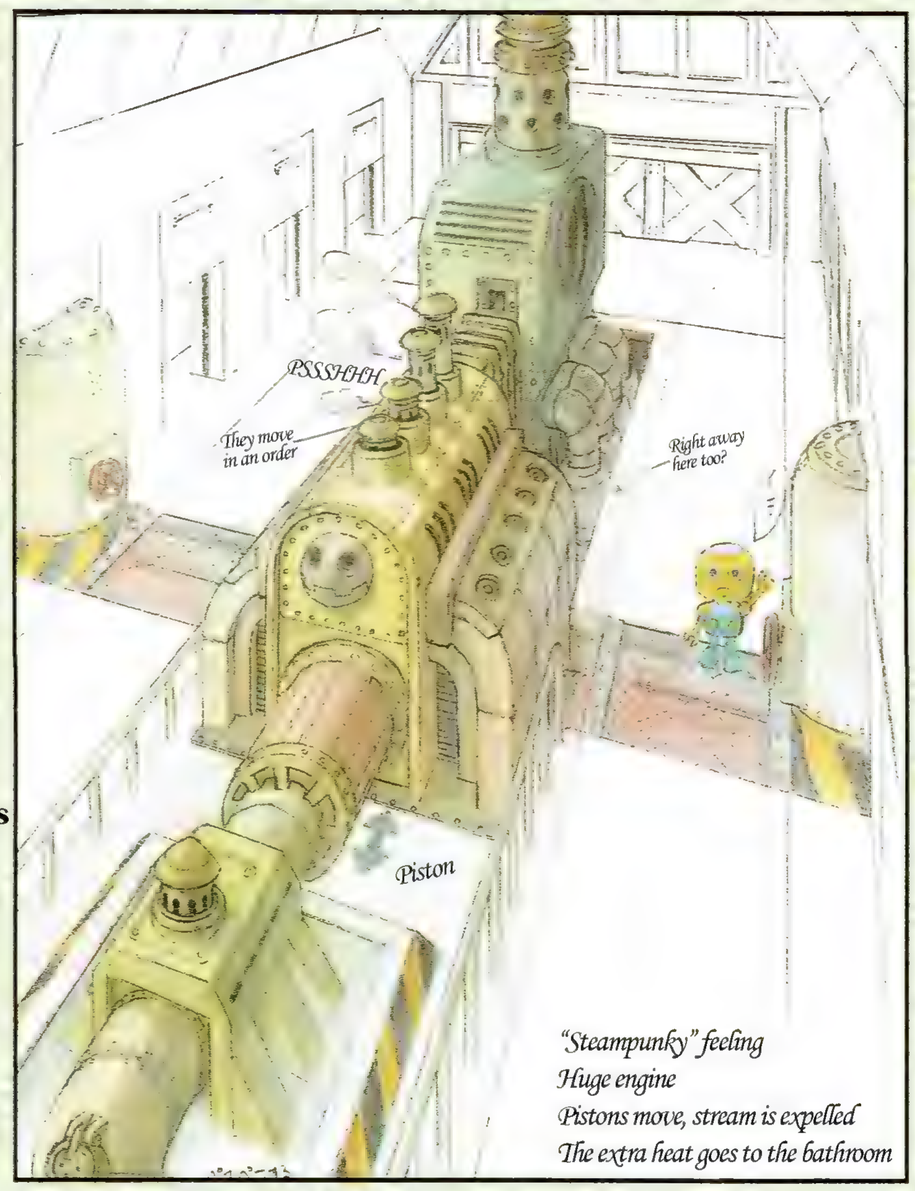
It appears this room is large enough for all 40 Kobuns to eat together. You can see the galley in the back, with a counter designed where the Kobuns can get their meals.

⬅ Looks like they can make a lot of different dishes.

➡ Kobuns are constantly checking the engine! The ship would crash if it failed, and that'd be bad for everyone.

Engine Room

The engine room is the heart of the Gesellschaft. It's equipped with a huge Tron-made engine that is constantly generating power. Of course, all safety measures are perfectly in place. There are always a handful of Kobuns checking the engine to make sure it won't break down.



Reflection Room

Regardless of success or failure, the Bonnes always hold a review after an operation. These meetings happen in the reflection room. The phrase "Sometimes you must lose to succeed" is framed on the wall. Perhaps this is Teisel's adage?

A review meeting is held around Teisel!! Everyone gets stronger through reflection!!

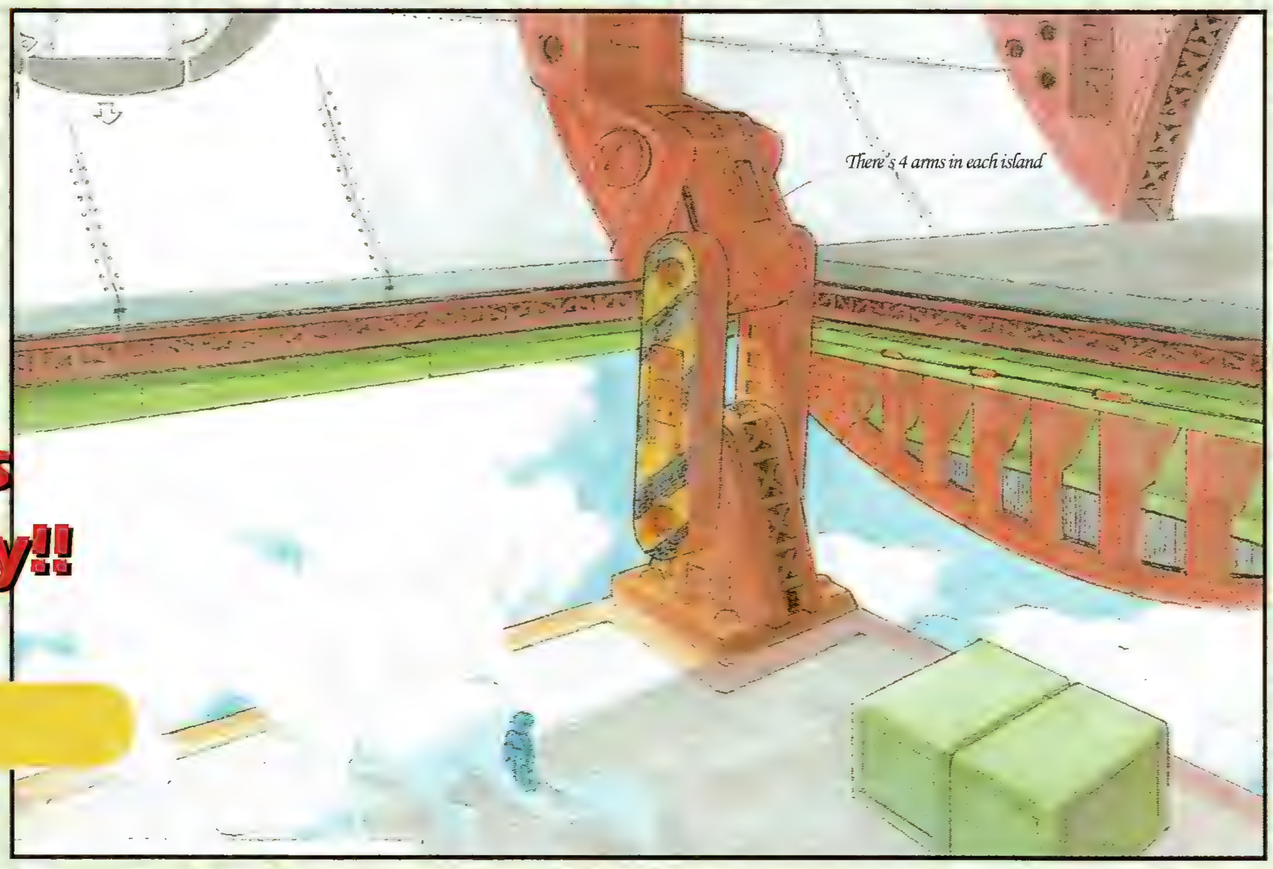
⬅ The members who join in bring their own cups! What might they be drinking?

Come On Now, This Way!!

There are even more incredible secrets, but I better stop here!!

Hangar

Here is the hangar where the air pirate crafts are stored. All mecha are launched here, from the large, boss-grade machines that Tron and Teisel use, to the small vehicles that Kobuns pilot. It looks like they may bring in food and supplies here, too.

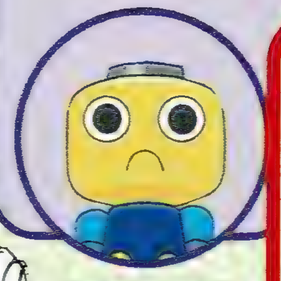


Air Pirate Ships Are On Their Way!!

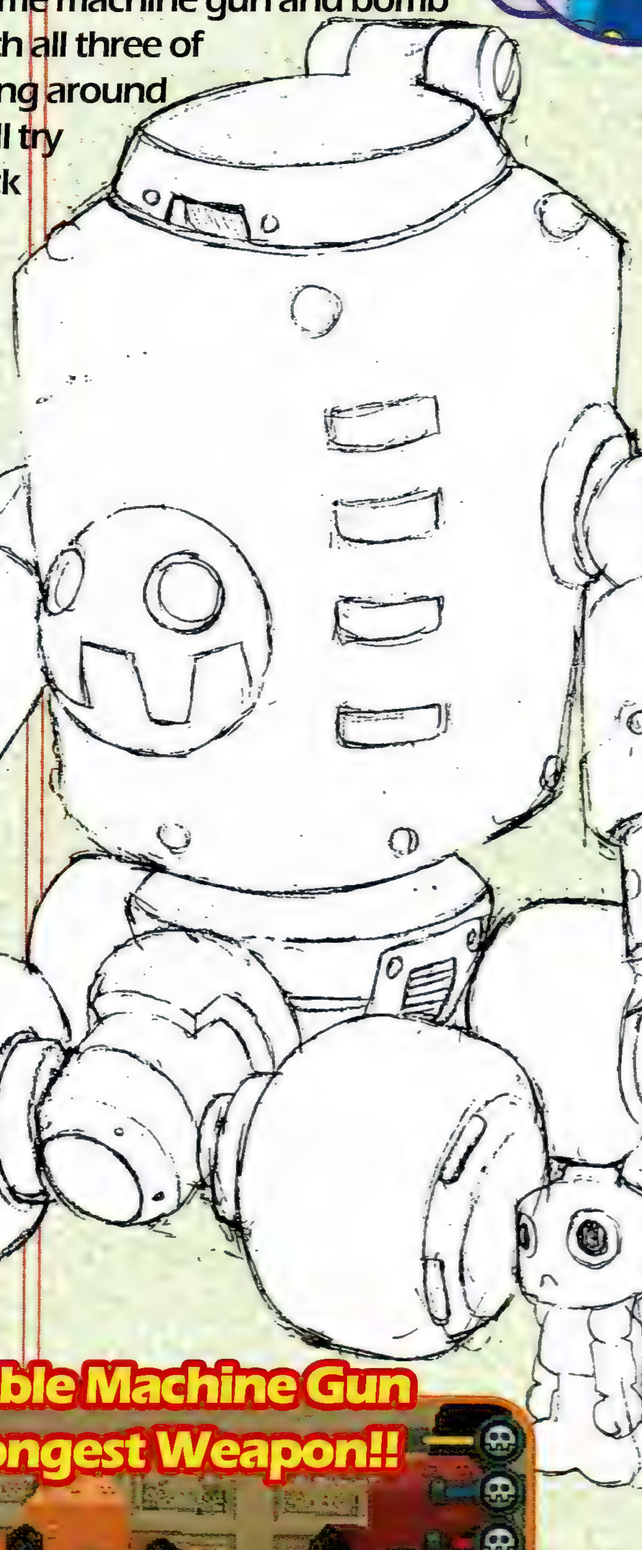
BRUMMBÄR

This Trio's Concentrated Attack is Strong!!

Pilot: Kobun



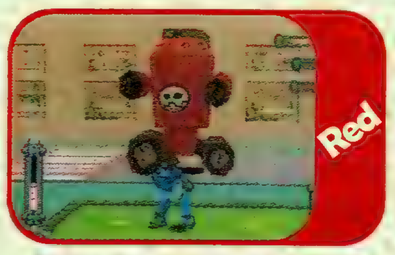
These air pirate mecha protect the key to the gate in Central Town that leads to city hall. This mecha comes in three varieties: red, blue, and yellow. The three are an annoying foe, as they can pass the key among themselves while running away. Each of the three has slightly different capabilities, but they all have the same machine gun and bomb attacks. With all three of them running around town, they'll try to keep Rock confused!



LAND ARMAMENTS

Among the ground-based armaments, there are offensive weapons which attack directly, and there are demolition weapons which dig up the ground and destroy buildings.

Features of the 3 Brummbärs



Of the three vehicles, this one has the greatest attack power. Its frontal attack is especially strong, but on the other hand, it attacks weakly from behind.

The fastest of the three, this Brummbär can make the quickest getaway. However, it has low durability and is very weak to being ambushed.

Although its attack power and speed are middling, it has incredible durability. This one will make a steady attack against a foe.

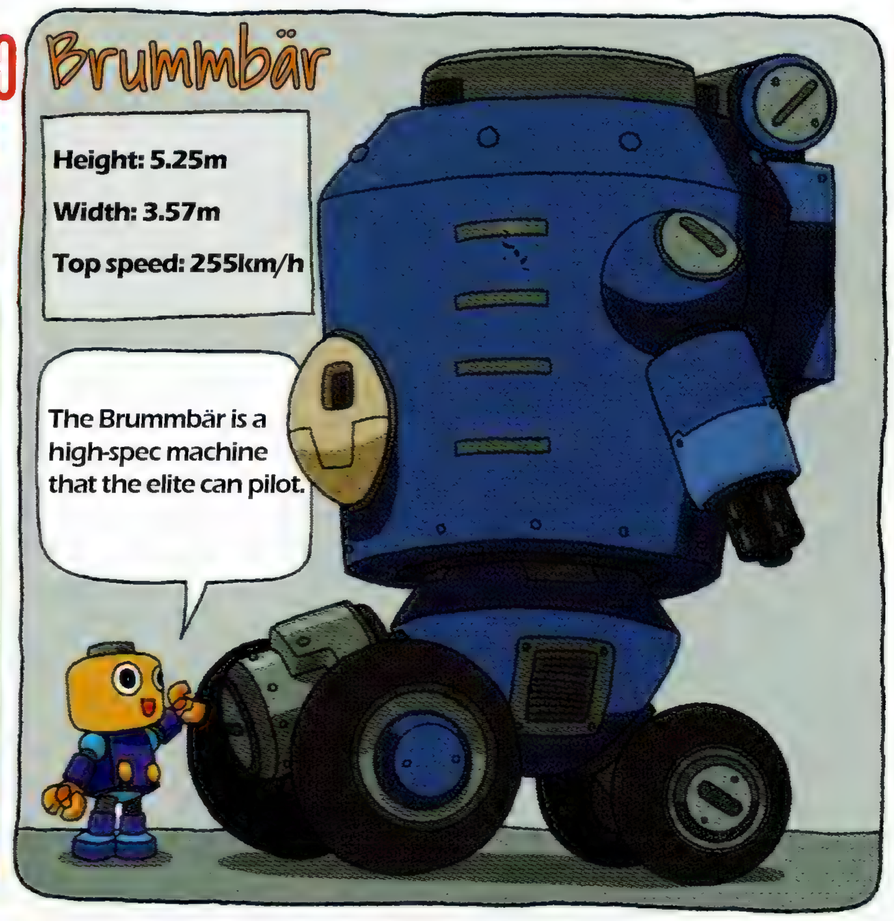
The Double Machine Gun is its Strongest Weapon!!

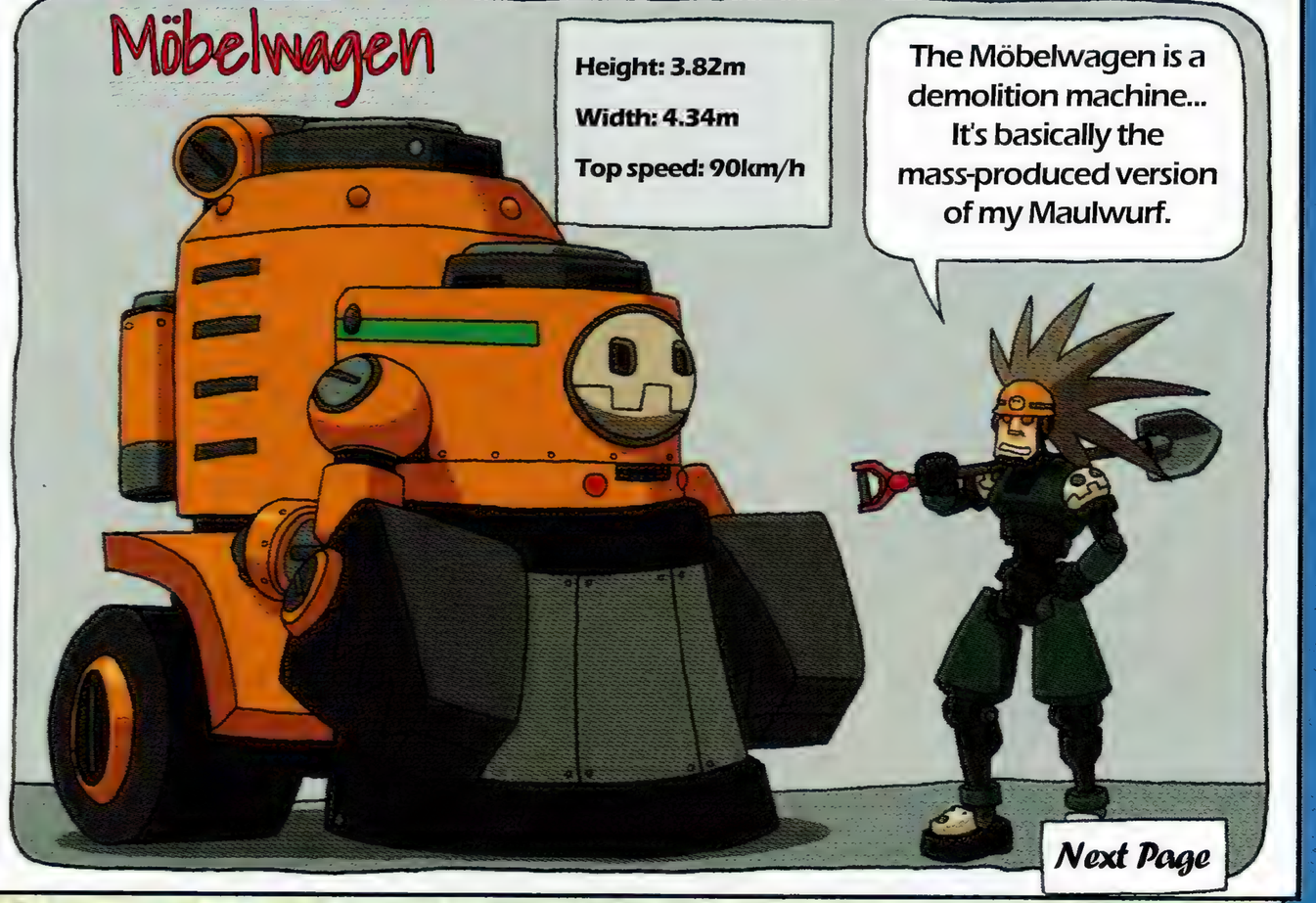
This machine gun fires continuously. If you're close enough, you'll get shot repeatedly. Be careful!

Occasionally It'll Toss Out a Bomb!

A bomb that inflicts huge damage with a wide blast area. It cannot be fired repeatedly and it's slow to be thrown, so it's easy to avoid. It can be a powerful attack when it goes behind you.

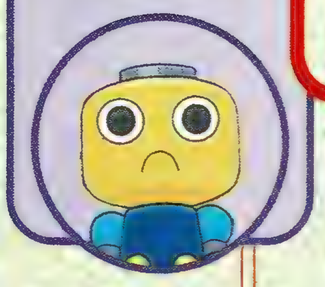
ROCKMAN DASH ADVENTURE PICTORIAL





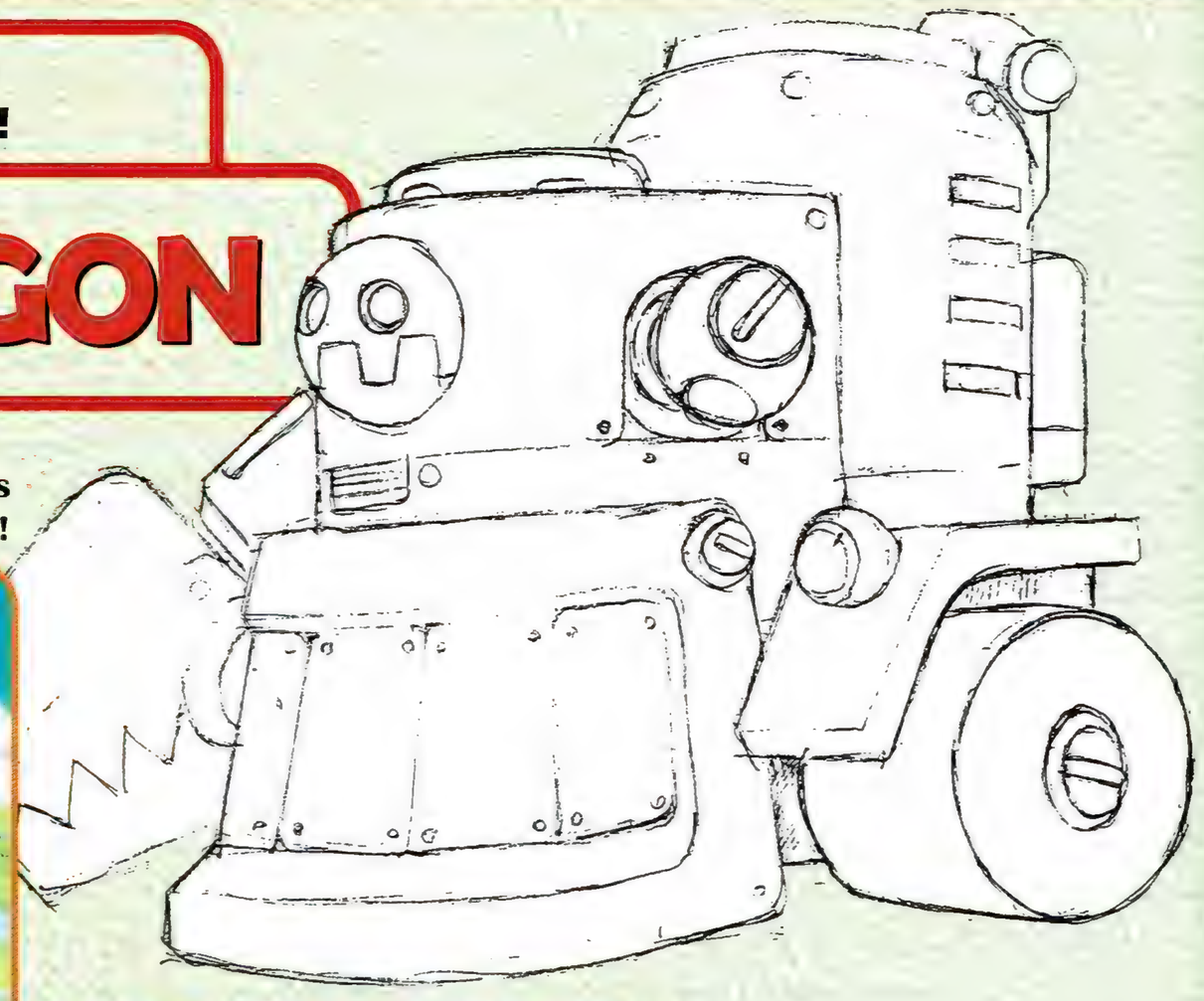
Next Page

Pilot: Kobun



This Demolition Machine Can Pulverize Anything In Its Way!

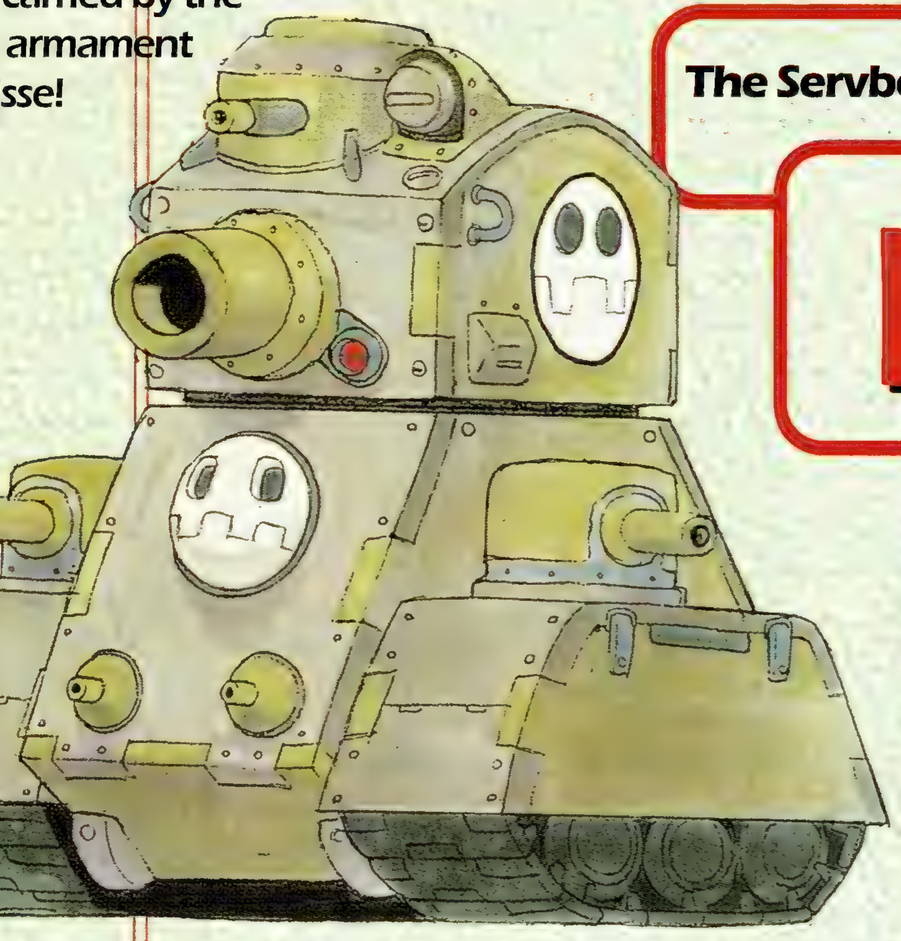
MÖBELWAGON



A demolition machine that will break down buildings and dig up the ground. It doesn't have any weapons in particular, but it will still use its sturdy body and flail its shovel arms to attack you. These machines are very tough but also move very slowly. Therefore, more often than not you'll see them carried by the flying armament Hornisse!

It moves slowly, but it'll speed up when it tries to ram you! Watch out or you'll get flattened!!

IT DESTROYS THE CITY!!



The Servbots' Primary Weapon For Land Combat!!

LEOPOLD

Pilot: Kobun

A tank that's armed with a machine gun and cannon. It is able to be driven by a single Servbot. It has excellent attack power and durability! However, since it moves a bit slowly, attacks from the rear are effective. To make up for this weakness, they are deployed in large units! If you come across one, you can imagine there are at least three more nearby.

From the town streets to the rugged fields, the Leopold is widely used!

If you don't stand in front of it, the machine gun can't hit you. Circle around it and attack!

ROCKMAN DASH ADVENTURE PICTORIAL

Leaps Over Tall Walls!!

Of all the air pirates' land weapons, only this one has legs. Was it made to jump obstacles like this!?

Ohohoho!!

No one can stand up to me!!

A land armament developed especially for Tron. It appears after the Brümbars. It has three varieties of weapons that can deal incredible damage over a large area. On top of that, its four legs boast impressive performance, allowing the craft to both jump and, using its tires, dash around. Its legs are weak, however, and damaging them will make this machine fall quickly.

FERDINAND

Tron's Specially-Made Land Combat Vehicle!!

Pilot: Tron

Schematic

ROCKMAN DASH ADVENTURE PICTORIAL

Ferdinand

Height: 10.45m

Weight: 3.1t

Top speed: 120km/h

Fire-Breathing Machine Gun!!

This machine gun is its main weapon. Dodging all the shots is a chore!

Even if the bomb doesn't hit you straight on, you'll still get hit in the explosion. Jump out of the way!

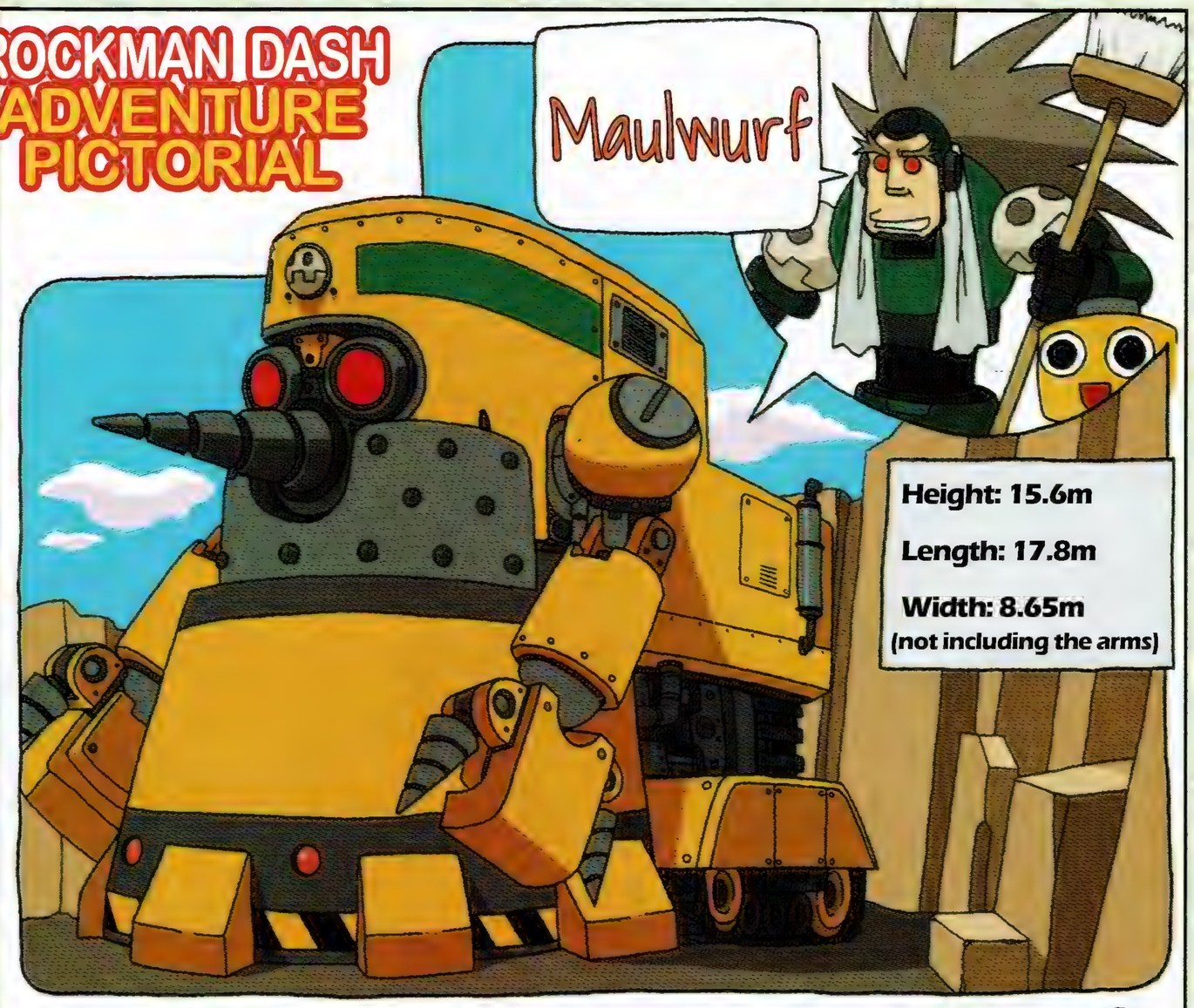
Ferdinand's Super-Powerful Attacks

A Shower of Bombs

Burn It All!! Flame Thrower!

Its attack area may be narrow, but this flame thrower is the strongest of all three weapons!

ROCKMAN DASH ADVENTURE PICTORIAL



An enormous land weapon. Its heavy duty armor can withstand even the strongest attack. What's more, it's equipped with a powerful beam, too!

This Huge Beast Will Crush Anyone!!

Its Weapon is Incredible! Powerful Beam!!

The Maulwurf's Super-Powerful Attack!!

The primary weapon is an incredibly destructive homing beam. It charges up energy in its arms and unleashes it all at once!

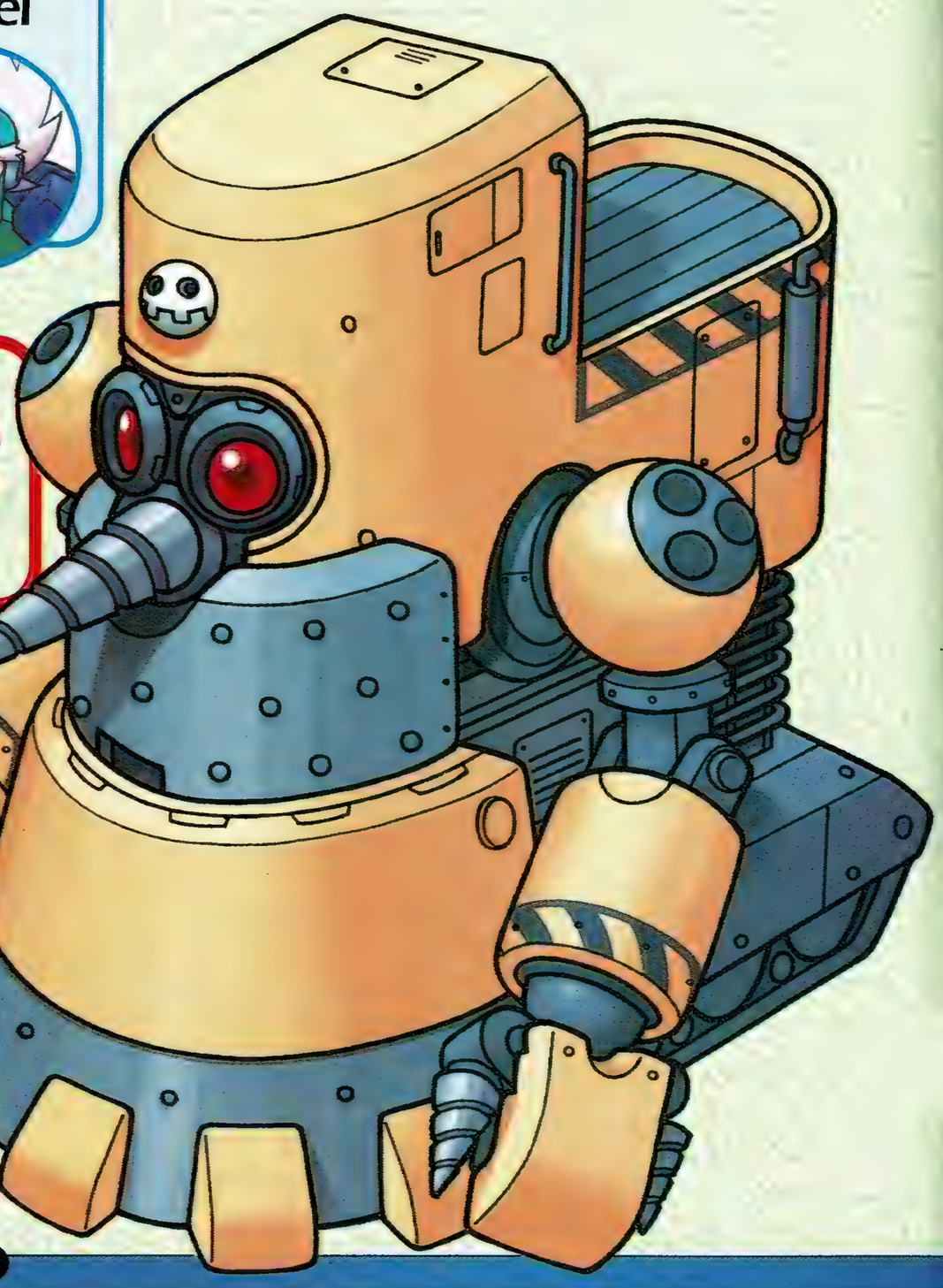
Leave The Ruins Excavating To This One!!

At first, this machine was for mining ore, not combat. Treasure hunting is its specialty!

Pilot: Teisel

Teisel's Personal Vehicle Charges Forward With Devastating Power!

MAULWURF



My Maulwurf is the strongest machine you'll ever see!!

The largest of all the air pirates' ground weapons. Its body is completely enveloped in heavy-duty armor, and it's equipped with a powerful homing beam weapon. On top of that, occasionally a Kobun will pop out from the hatch on the head segment and toss a bomb or a guided shot, making this a frustrating battle. It may seem impervious to anything, but actually the armor on the hatch is pretty thin.

Pilot:
The Bonnes

BALKON GERÄT

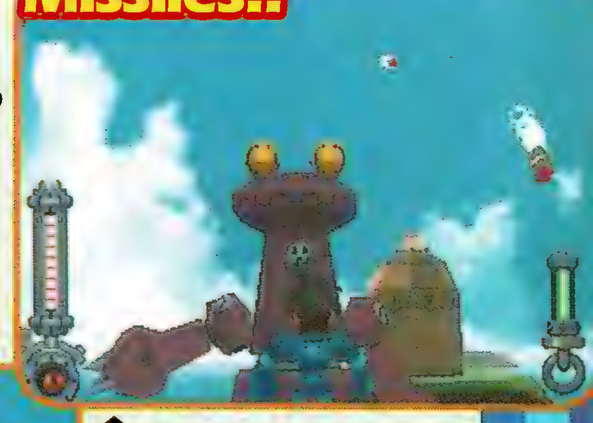
This'll Tear Any Ship To Shreds!
Ruler Of The Seas!!

SEA WEAPONS

The Bonnes will show up anywhere there's treasure to be found. The seas are no exception either.

The lead seafaring craft that the Bonne family commands. Armed with powerful weapons like anti-ship missiles, bombs, and homing beams, it's a lot for anyone to stand up against. For as powerful as it is, its poor maneuverability is a drawback, and it's open to attack from the rear.

Firing Anti-Ship Missiles!!



Shows Up Crossing the Island!!

Not only does the Balkon Gerät fire missiles one after another, but the front-facing armor is impenetrable to attack. This sea craft excels at fighting enemy ships head on.

**They Appear Suddenly From The Water!
Fantastic For Naval Combat!!**

SUCH GERÄT

Pilot:
Kobun

Their Coloring and Abilities Differ!!

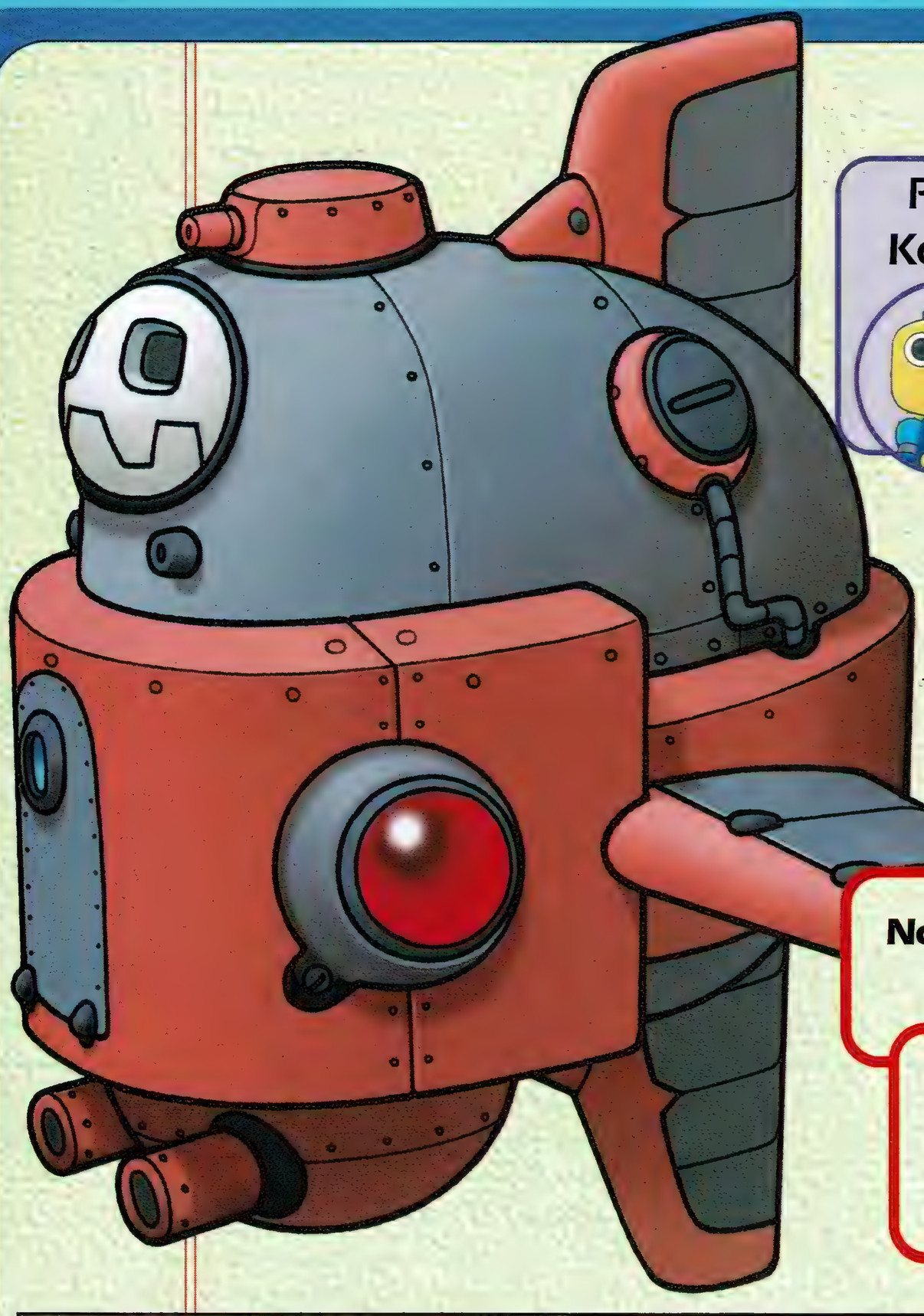
A mass-produced model of the Balkon Gerät. They are always submerged beneath the water, but when an enemy ship draws near they will rise above the water's surface and fire missiles. The type of missile they fire depends on the color of the ship.

The yellow ships fire missiles that pursue enemies from the air. The red ships fire missiles that advance in the water!

ROCKMAN DASH ADVENTURE PICTORIAL

FLYING ARMAMENTS

As would be expected of air pirates, the Bonne family has flying armaments to get in Rock's way in a number of locations.



Pilot: Kobun

An Air Pirates' Main Flying Force!!

You'll often see the Drache in most air pirate skirmishes. This machine is somewhat symbolic of air pirates.

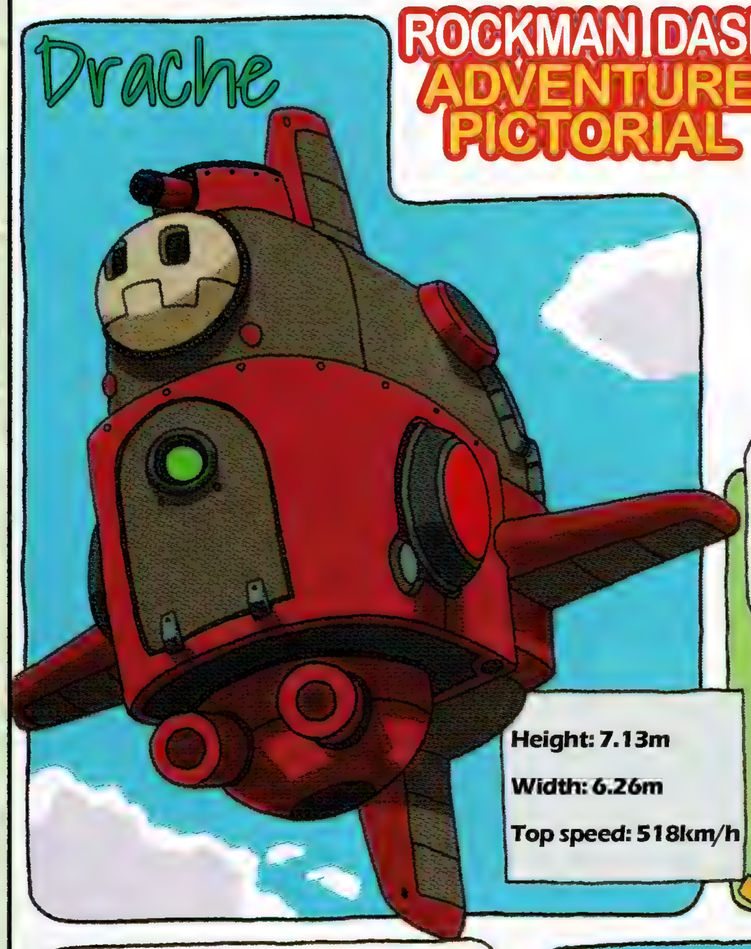
A flying armament frequently used not just to attack, but also for the Bonnes to beat a hasty retreat. It has paltry firepower, so it is rarely used as the central force of an attack. Since it's fast, it specializes in supporting other Bonne machines. It attacks with machine gun fire!

No Matter How Many You Beat, They Just Keep Coming!!

DRACHE

ROCKMAN DASH ADVENTURE PICTORIAL

Drache



Here we'll introduce the Bonne's number one cannon fodder.

Cannon fodder...? How could.....

Height: 7.13m

Width: 6.26m

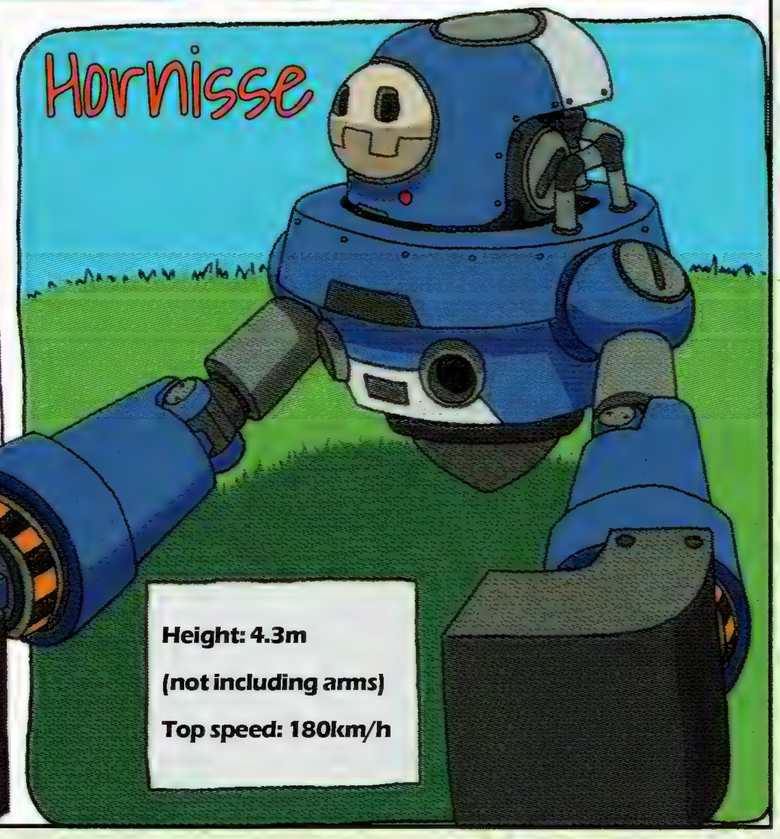
Top speed: 518km/h

The Drache is our primary fighting force. Both we and the Kobuns frequently use this craft.

The Hornisse is more of a flying transport machine than a weapon for battle.

cannon fodder...

Hornisse



Height: 4.3m

(not including arms)

Top speed: 180km/h

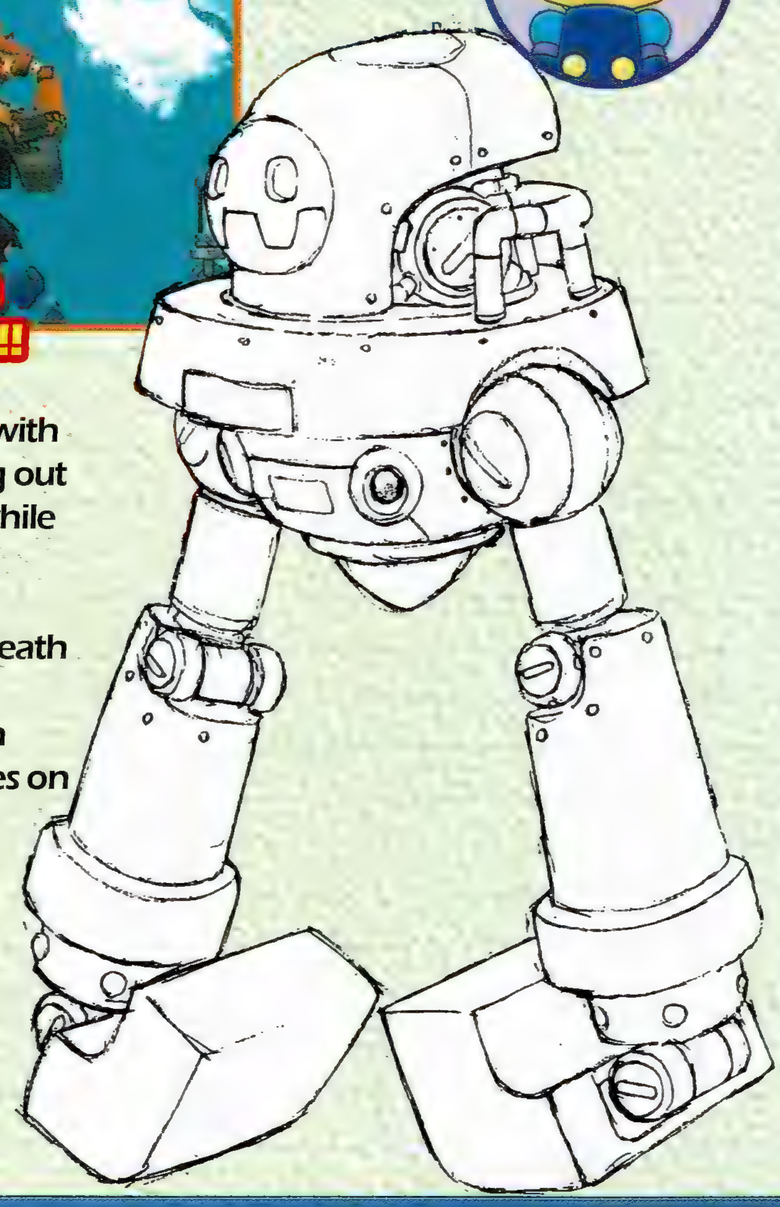
A Versatile Workhorse That Can Handle Combat Too!!

HORNISSE

It has respectable speed even when carrying other machines.

Pilot: Kobun

A Champion of Transport!!



A flying machine with large arms sticking out from it. It can fly while carrying a heavy machine like the Möbelwagon beneath its fuselage. Additionally, it can also attack enemies on the ground by dropping bombs.

FOCKE-WULF

The Air Pirates' Strongest Flying Armament!!

A Supermassive Aerial Mecha That Covers the Skies!

Speed, armaments, even coolness... you could say this air pirate machine excels at each and every one.

Pilot: The Bonnes

This enormous flying armament is hidden within the Bonnes' flying battleship Gesellschaft. Thanks to its large wings, it not only has incredible flight speed but it can also be furnished with weapons like homing missiles and heavy machine guns. The highlight of this machine is its ability to change into a bipedal form and rain down machine gun fire!!

ROCKMAN DASH ADVENTURE PICTORIAL

This Big Machine Growls!

It'd be pretty tricky to avoid the fire of its heavy machine guns on the narrow deck of the Flutter, don't you think?

Its Strong Hand is Air Combat!!

With speed in a class of its own among other flying armaments, it assaults the Flutter.

The Focke-Wulf's Super-Powered Attacks!!

The Focke-Wulf has even more incredible secrets! Find out for yourself in the game!!

Lakeside Park Guide

Part 4 of our area introduction guide takes us to the island's only resort area: Lakeside Park! With a TV station, hospital, and more, it's fun just looking at it!!

Babu Babu

Wow! Lakeside Park's an awesome resort spot!!

Let's hurry up and seize it!!

HOSPITAL

KTOX

TV

KOX·TV

An entertainment city with a museum and TV station

LAKESIDE PARK

This city by the lake is a cultural center with a TV station, museum, and more. You can also visit the lake.

Places to Go In This Town 1

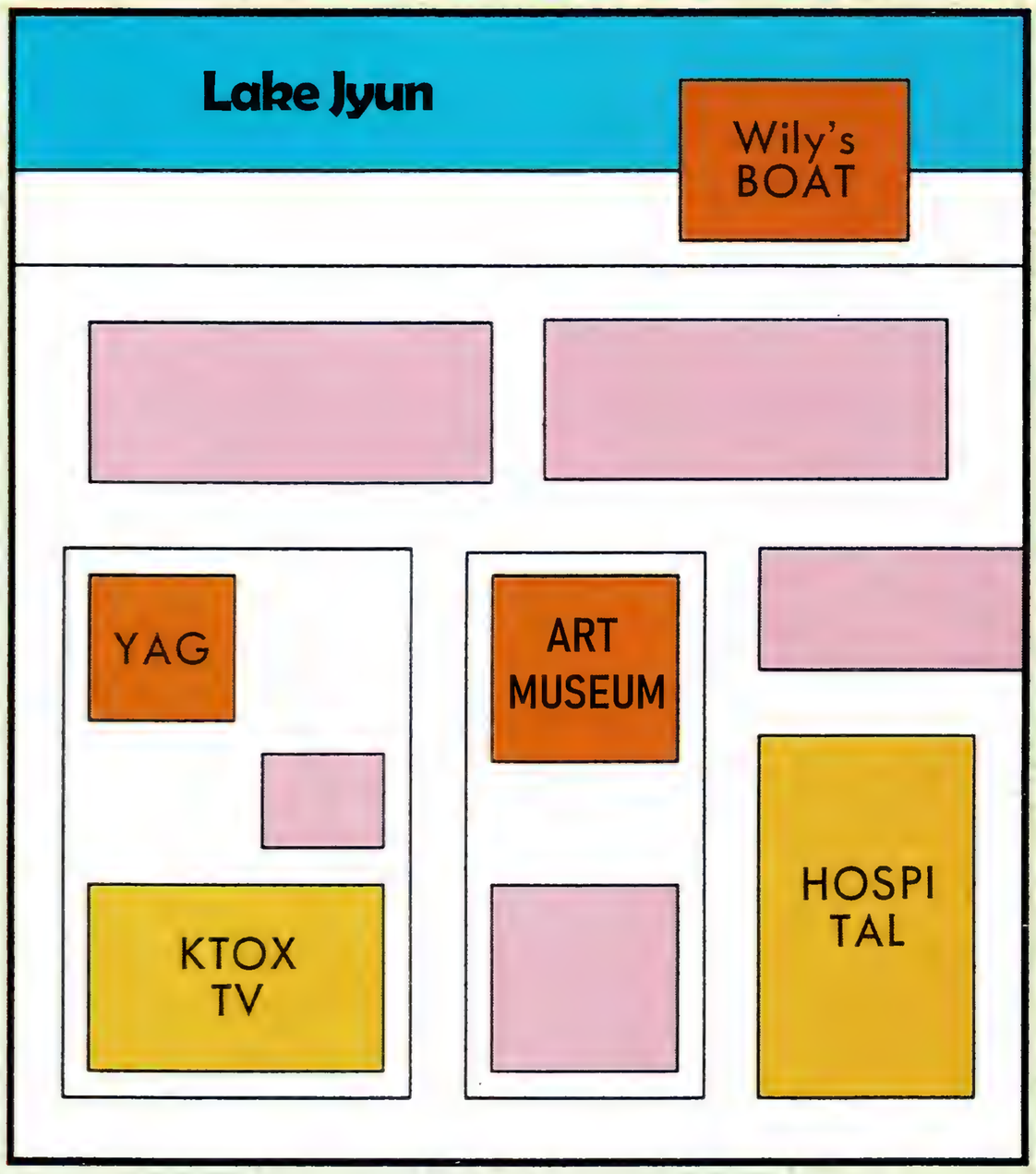
Let's Take a Tour of the Animation School!

Y.A.G.

A school for students who love animation. This school is marked by a large sign that reads "YAG." The animation created by this school's graduates may be broadcast on the island's TV networks. Keep an eye on those TVs!

I spotted a cute girl who attends YAG. I talked to her and she gave me the school's phone number. If a cute girl like this goes here, wouldn't you want to go with her!?

Town Map



This city is full of large ads and curiously shaped buildings.

What is Lakeside Park!?

Lakeside Park is a city with many places to entertain people, like the TV station, the art museum, and so on. It seems you can also enjoy boating and fishing on beautiful Lake Jyun. Plus, the city's clean air is said to be perfect for helping to treat illness, and the city also has a large hospital.

Beautiful Lake Jyun. You used to be able to go boating and fishing here, however...

NEWS ANCHOR LADY

Announcer Woman

She's always seen smiling. Even during an Air Pirate raid, she'll be there to deliver the news with a smile!

We're Paying a Visit to the TV Studio!

KTOX TV

This TV station is responsible for all kinds of shows across the entire island. Within its unusual-shaped building is where they're all made. Every now and then, it seems that they rush out to shoot their shows and to gather footage. Thanks to recent Air Pirate attacks, they seem to have gotten their hands full!

Within the walls of this oddly-shaped building are studios where you can play mini games.

When an incident occurs, they'll do their report from the sky. When the City Hall Area was attacked by Air Pirates, they were first to rush in head-first!

TV Signal Relay Airship

Image Illustration

An airborne studio would be the best way to describe it. The TV channel's logo can also be seen clearly on it.

FRONTLINE CAMERAMAN

KTOX Cameraman

He's brave and willing to rush straight into danger with his camera.

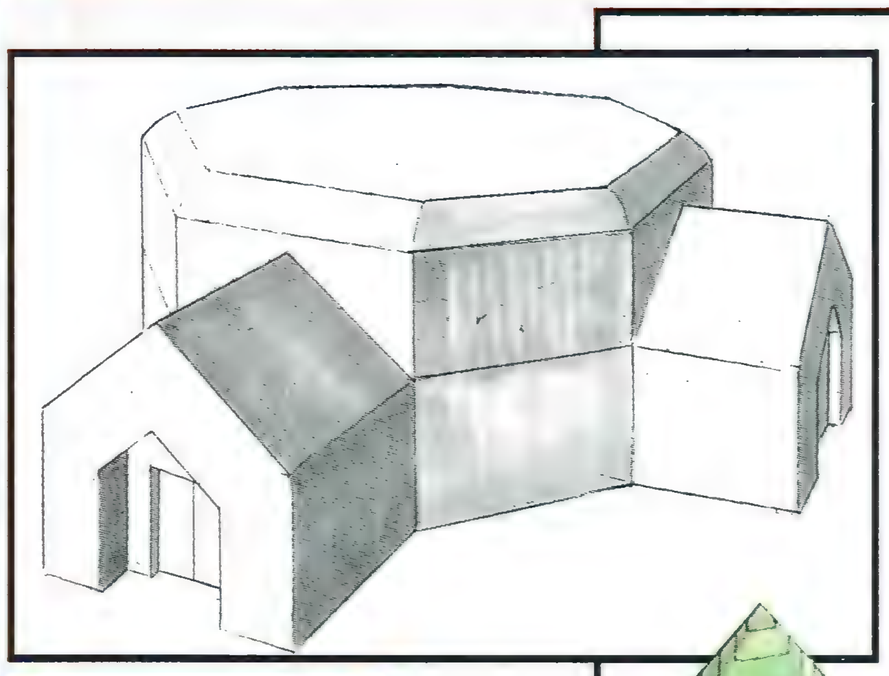
Rock's also recorded to be featured in TV broadcasts!

Shoot all the red balloons before time runs out!

Score a set number of hits within the time limit!

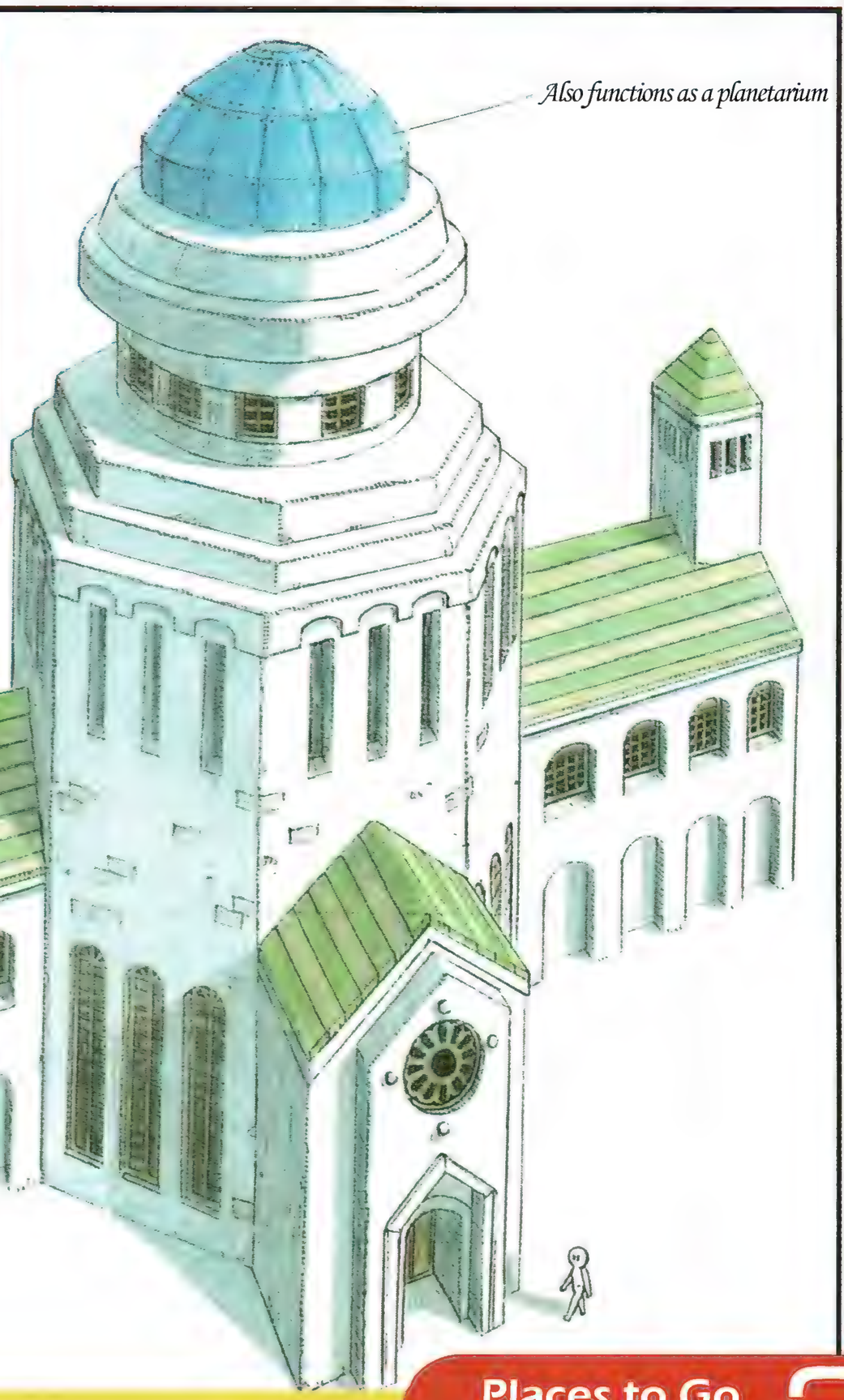
TAKE PART IN THEIR TV SHOWS! BECOME A STAR OF KTOX TV!!

Shows aired by Kattelox TV (KTOX TV) also include the kind that viewers take part in. By taking part in these minigames, you can earn prize money and/or items depending on how well you perform. These minigames aren't just limited to within the studio, as some of them also take place around the city's roadways.



Museum (Art Museum) Concept Image

A building with a calm atmosphere. It has an elegance to it that makes it a work of art in its own right.



Art Museum Concept Image

An octagonal museum that looks like it's made of piled stones. The entrances that stick out from the sides are distinctive and cool!

Museum's Curator

An artist who paints and exhibits her own artwork. For a curator she's quite young. She can be found on high ground, painting pictures of the city!

Places to Go In This Town 3

Learn About Kattelox Island's History and Culture

ART MUSEUM

A museum where a young lady serves as the curator. There are many different exhibits on the history of the island. The curator herself paints, and the paintings on display on the first floor are very impressive. However, the display on the second floor is rather lacking in ancient artifacts. Let's see if she'll display some of the rare items we come across during Digouts.

A magnificent museum. Word on the street is that the outside looks good, but the art selection inside is a little lacking.

Here's the curator painting in the middle of town. Give her a little help to finish her work!

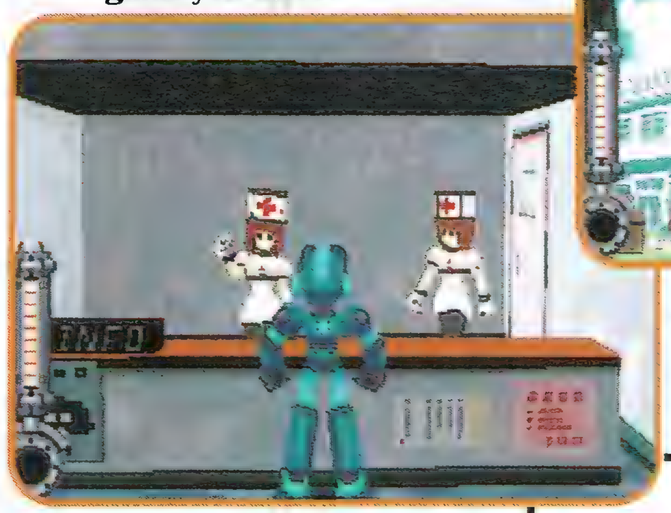
Paintings are on the first floor. An exhibit of ancient artifacts is held on the second floor. Paintings the curator has made are here as well.

Places to Go In This Town 4

The Island's Biggest Clinic All Staffed by Beautiful Nurses!?

THE HOSPITAL

Cute nurses are here to greet you! If you ask to pay a visit to a cute young girl you know, they'll guide you there!



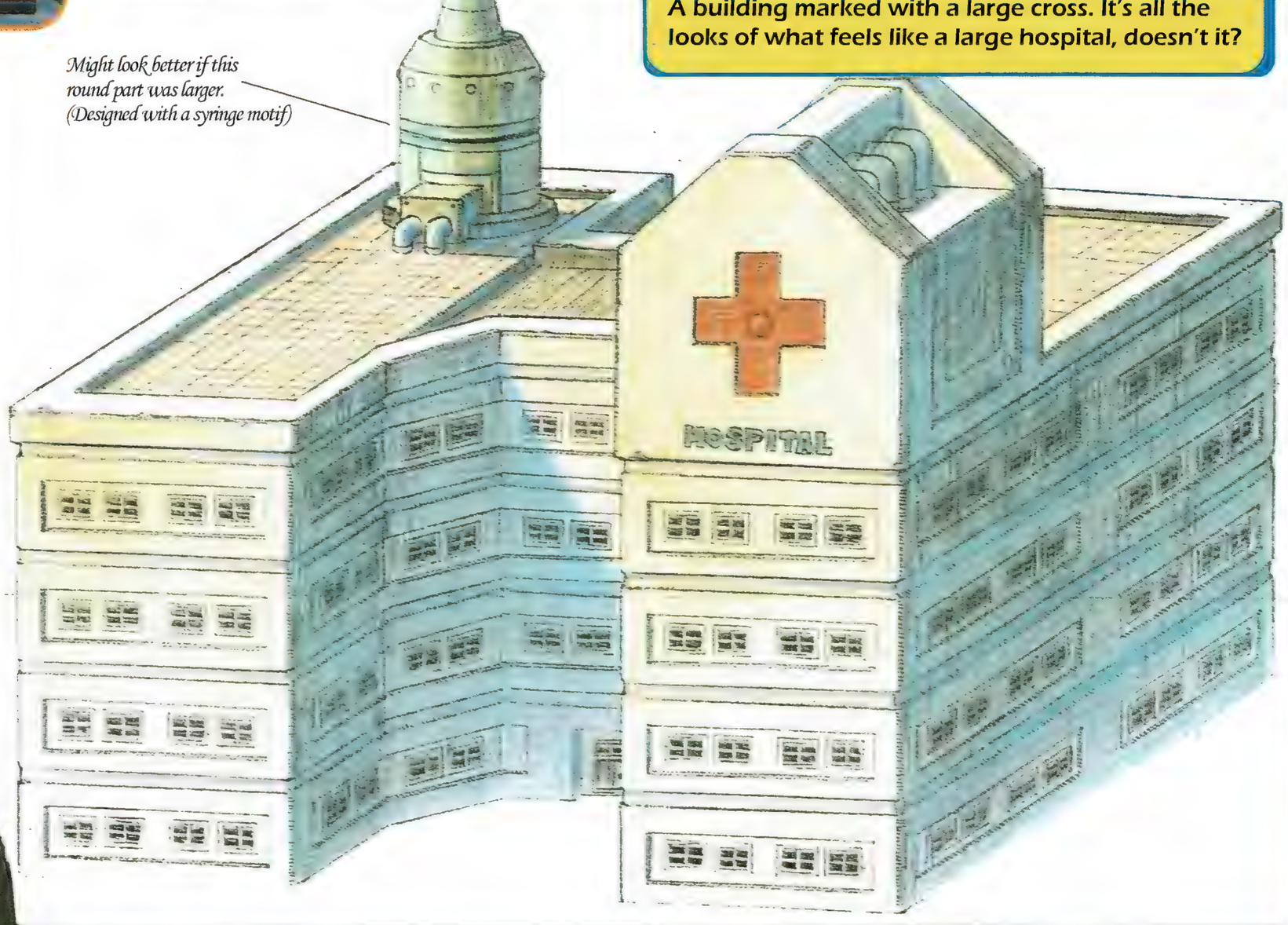
The hospital is the largest building in all of Lakeside Park!

The island's largest clinic. Though staffed by quite a number of kind nurses, there are not many patients on this peaceful island. It is possible to meet several nurses in the waiting room. It is also possible to make friends with a cute patient girl.

Large Hospital
Visual Illustration

A building marked with a large cross. It's all the looks of what feels like a large hospital, doesn't it?

Might look better if this round part was larger. (Designed with a syringe motif)



Places to Go In This Town 5

Rent a Boat and Take a Tour Around the Pretty Lake!

WILY'S BOAT

Wily

He's got a tough body. Though he looks scary at first glance, he's actually a kind-hearted person.

It's a great leisure boat that's ideal for fishing in this beautiful lake.

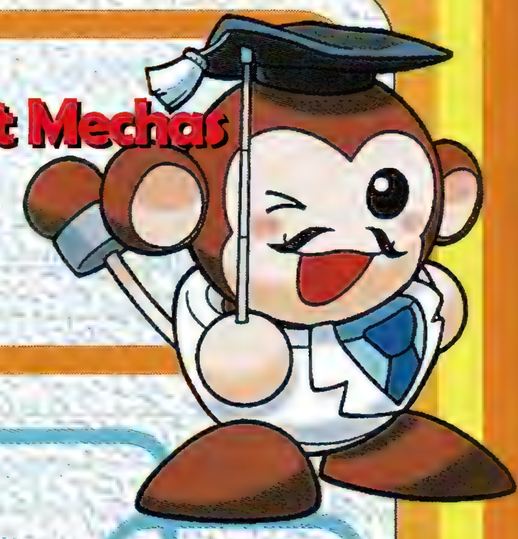
Boating in the lake is Lakeside Park's most popular attraction. You can rent a small one at the boat shop right next to the lake, which you'll need to access and explore the Sub-Gate in the lake! Let's ask Wily to lend us his boat.

He's the old man of the boat shop. He's a kind person who knows a lot of things!

Playing aboard a boat at the lake is one of the city's attractions. Let's go rent one and enjoy ourselves.

Prof. Data's UKI-UKI!! 7th PERIOD DASH LABORATORY!!

Development History of The Bonnes' Giant Mechas

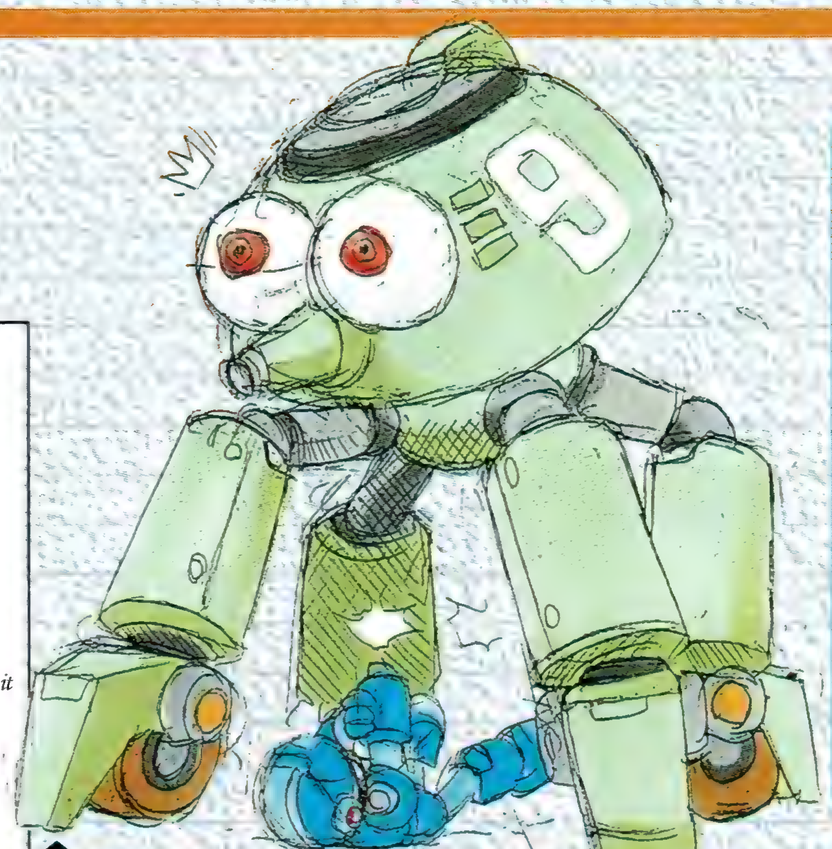


We're already in the 7th period of class~. But, we still have lots more incredible info~. Now we'll show you concept designs of the air pirates' mechas~!!

The Very First Bonne Mecha Concept Ever Designed Was Like This!!

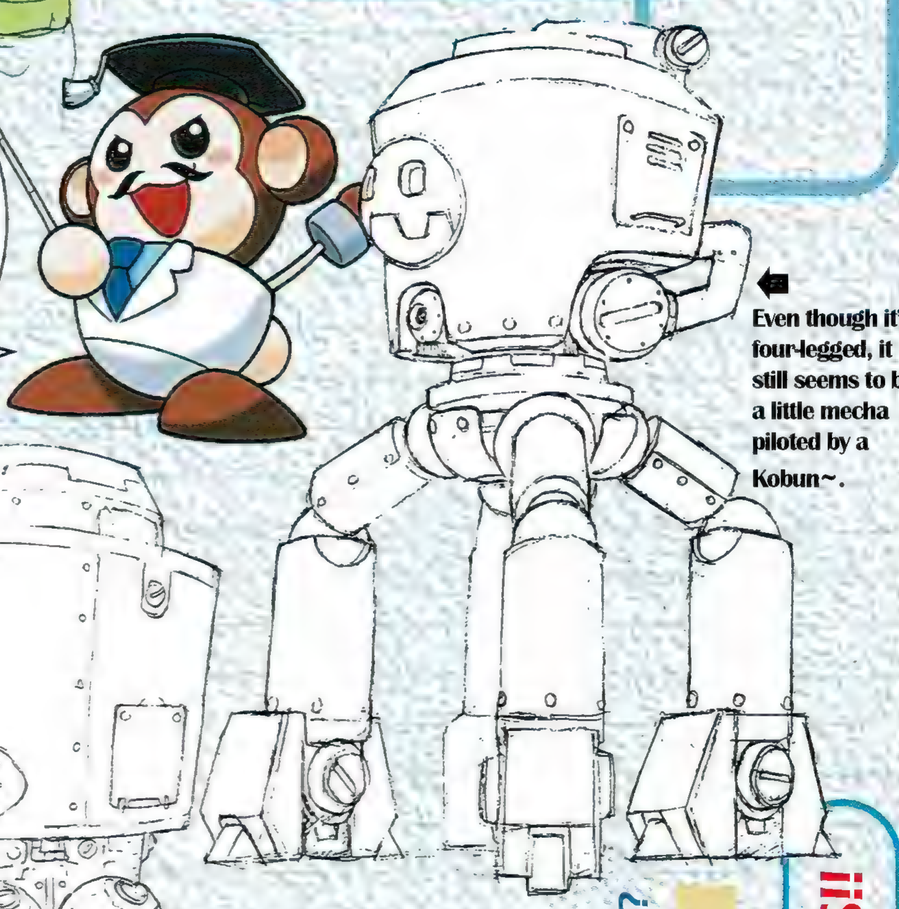
Boss Mecha (ex.)

- Although the design team is not yet set, we'd like to use the following concept as a base model
- Amusing to have a little robot operating it
- Engine
- Four legs
- Comparison to Rock's height (Might make it a bit smaller)
- Besides speedy movement, it can walk ploddingly on all fours on the tires under its feet
- Bosses - Two lines of consideration
  1. Will they have their own will or not?
  2. Will you get weapons from bosses or not?



Concept for what Rock fighting the boss mecha might look like~. That's so cool.

This boss mecha concept lives on in the design of Ferdinand.

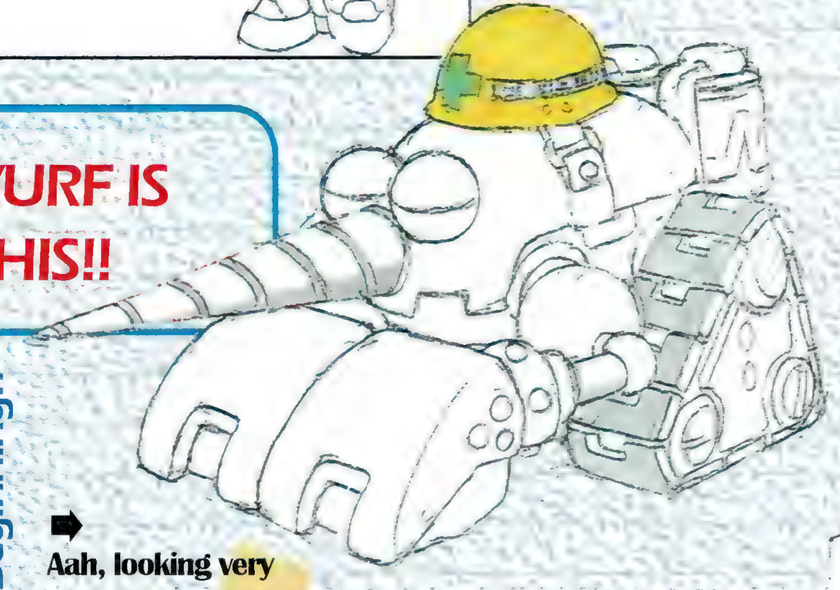


Even though it's four-legged, it still seems to be a little mecha piloted by a Kobun~.

Before the Bonnes' mechas were all finalized, there were all kinds of concept designs~. It's so interesting that even rejected ideas can pave the way for the final designs~!! Try comparing them to the final concept art~.

All the First Draft Designs of the Air Pirates' Mechas!!

MAULWURF IS LIKE THIS!!

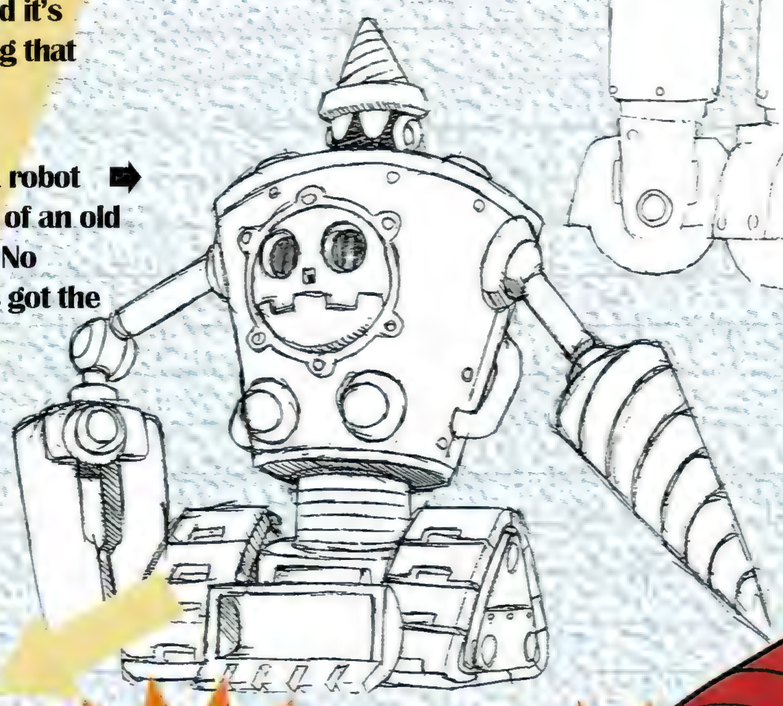


The design evolution of Teisel's giant mecha, Maulwurf~.Looks like they were always going to go with an excavation type with a drill on it~.

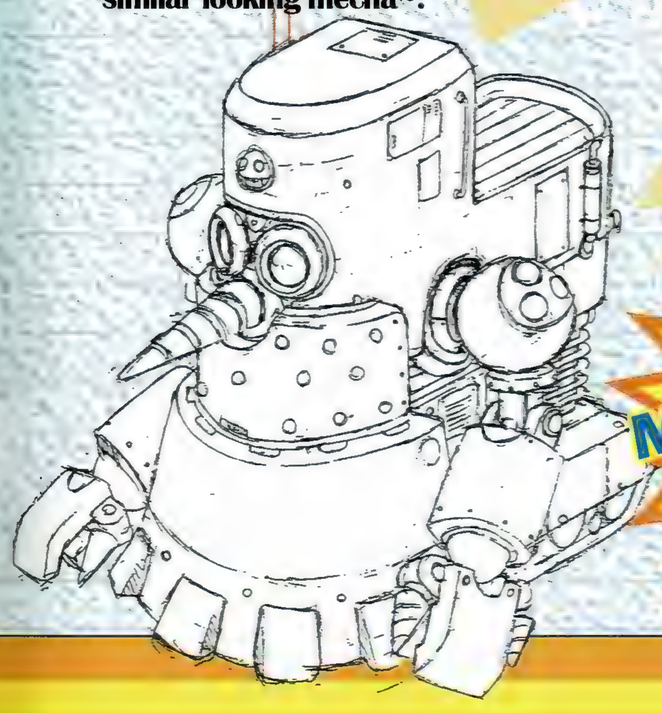
There Was an Excavation Robot Concept from the Beginning!?

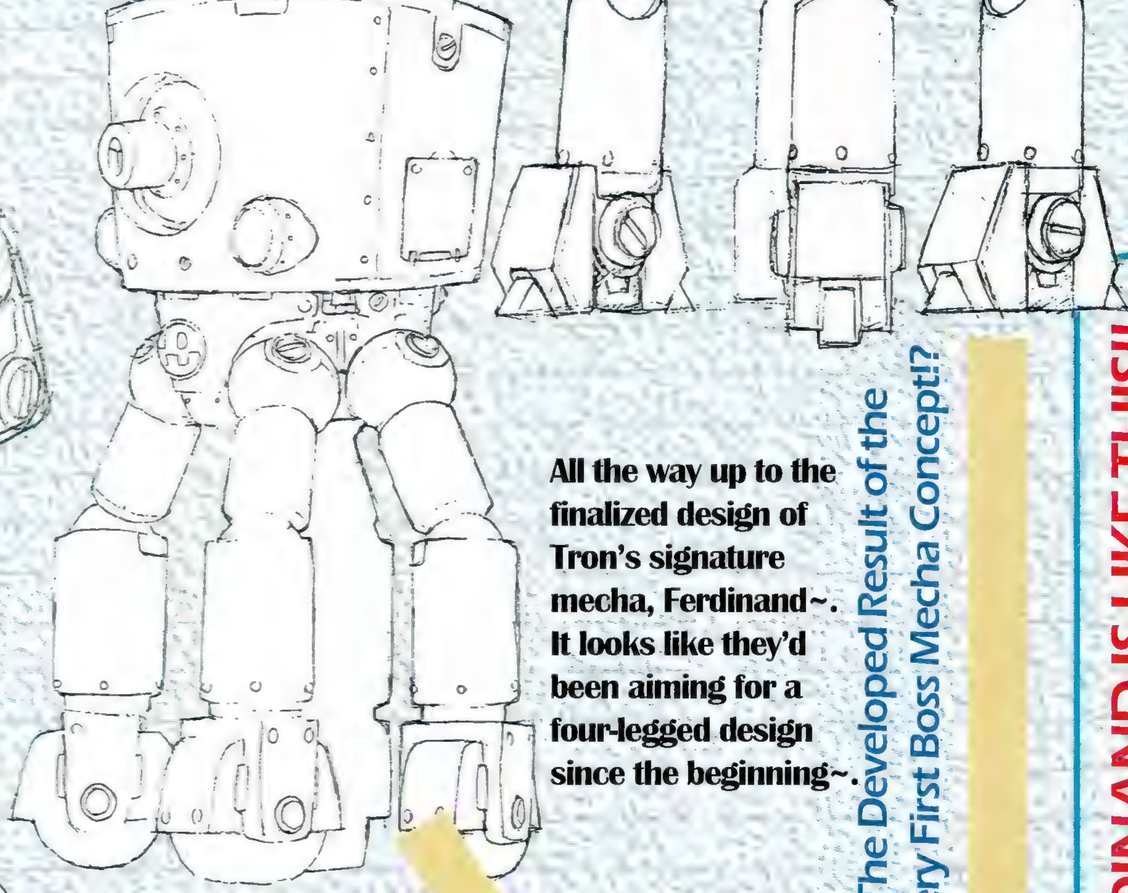
Aah, looking very mole-like! And it's really working that helmet~.

Looks like a robot straight out of an old TV anime~. No surprise it's got the drills.



Even a rejected Reaverd concept can give rise to a similar looking mecha~.



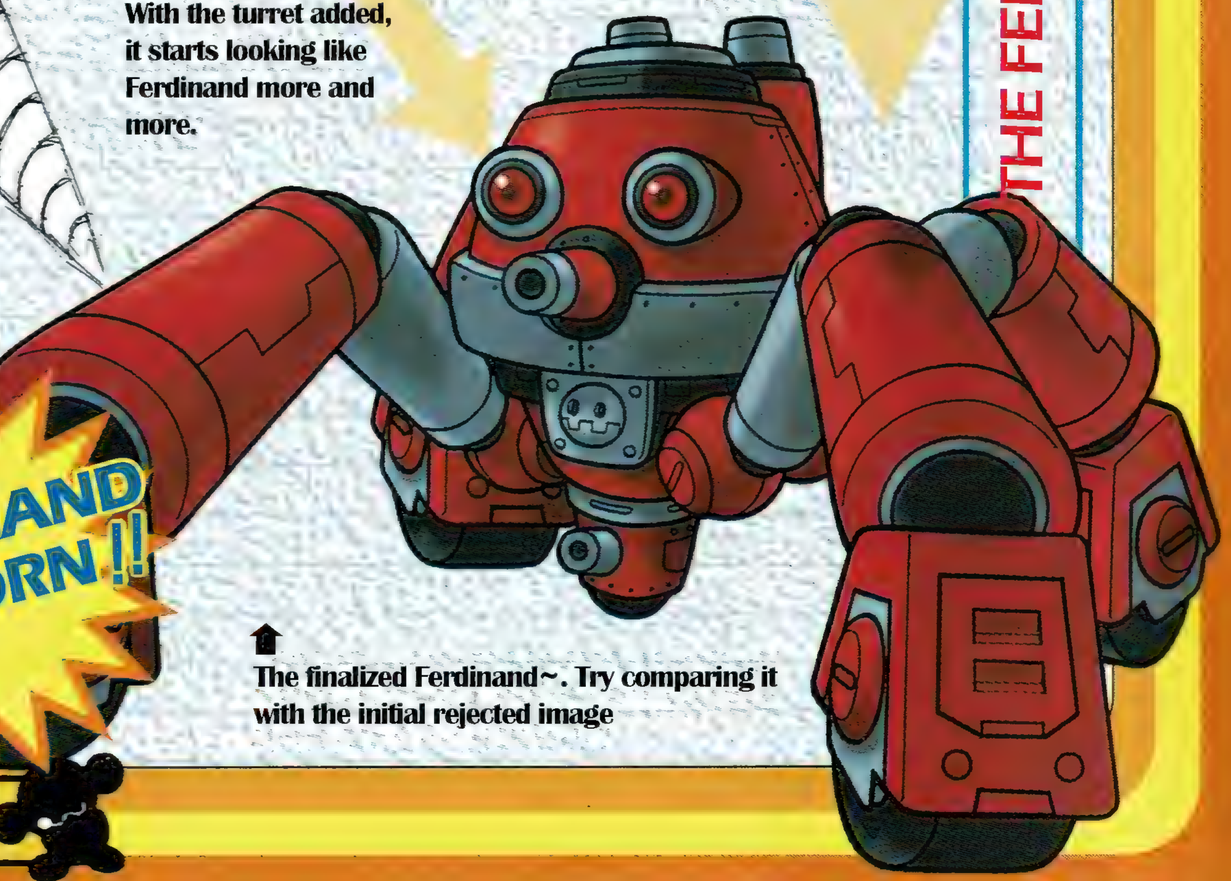


All the way up to the finalized design of Tron's signature mecha, Ferdinand~. It looks like they'd been aiming for a four-legged design since the beginning~.

With the turret added, it starts looking like Ferdinand more and more.

The Developed Result of the Very First Boss Mecha Concept!?

THE FERDINAND IS LIKE THIS!!



The finalized Ferdinand~. Try comparing it with the initial rejected image

MAULWURF IS BORN!!

FERDINAND IS BORN!!

Old City Area Guide

The final area we'll introduce to you is the very mysterious Old City!! Oh wow! Tron just barged her way in!! Next, we're gonna see the air pirates' most powerful mecha yet!!

We're coming up to the last of our showcases!! Make sure to take it all in!!

YOU'LL WANT TO READ EVERY LAST DETAIL BEFORE YOU SET FOOT HERE!!

A COMPLETE INTRODUCTION TO THE AREA AND CHARACTERS OF OLD CITY!!

Warehouse

HOLD UP A SEC!!

You're not leaving without seeing my greatest creation yet!!

AND THE TOP SECRET SCOOP ON TRON'S STRONGEST MECHA!!

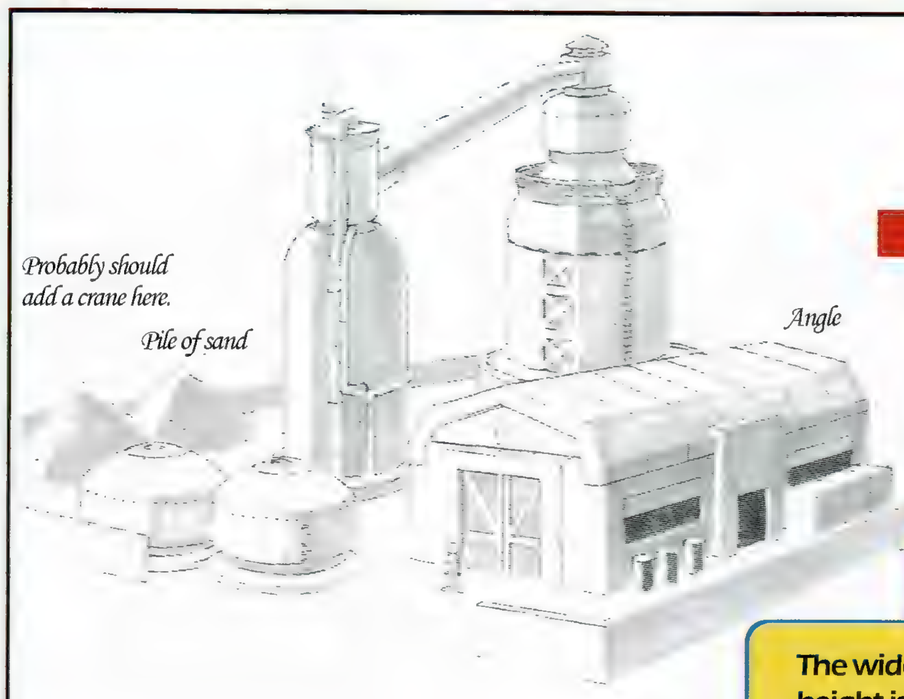
A Place Forgotten with the Island's Founding

OLD CITY AREA

Located right next to the Main Gate, this location is closed off with a lone generator running endlessly. Not a single person could be seen here.

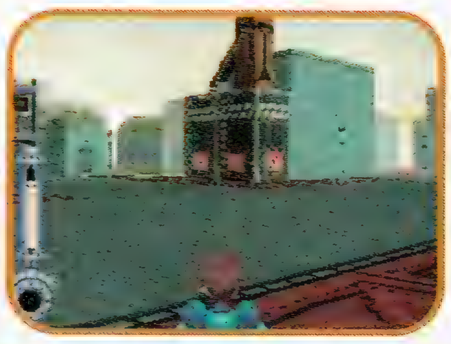
What is Old City Area!?

The Old City Area is a place where fierce dogs attack whoever walks its streets.Though most of the buildings are abandoned, the power generators are still running and provide energy to the city. It appears that this area also hides some secrets to the Main Gate right outside of it.



Old Factory Visual Illustration

The wide space aside, the building's height is really something to behold.



It may have once been a thriving place, as seen by its many buildings.

Many street lamps can be seen, perhaps due to being so close to the power plant.

Remains of a fence surrounding an old factory, distinguishable by its huge size. The power plant workers say this factory is haunted, or so the rumors go.

Spots To Watch For 1

An Abandoned City

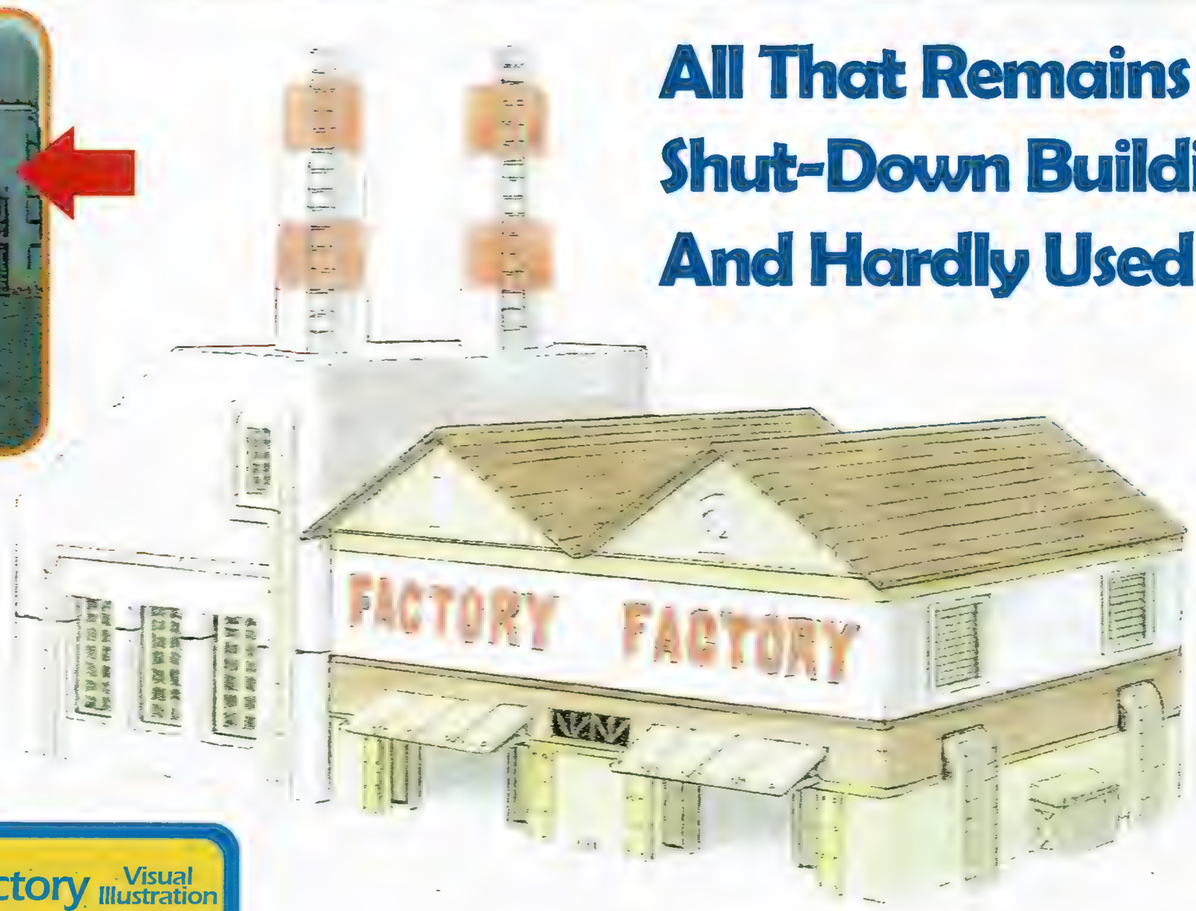
The Old City is a dreary and dark location. Though it was once inhabited with many buildings in place, its gates are closed and seem to have been unopened for some time.
Furthermore, fierce wild dogs roam this area, and are known to attack whoever dares to enter this place. Whether this is due to being right next to the Main Gate is uncertain.

The chimneys and tanks in the image were adapted as-is into the game.

With a factory this large, I bet it's for making something big inside it!

New Factory Visual Illustration

The visual illustration affects the entire atmosphere of the area!

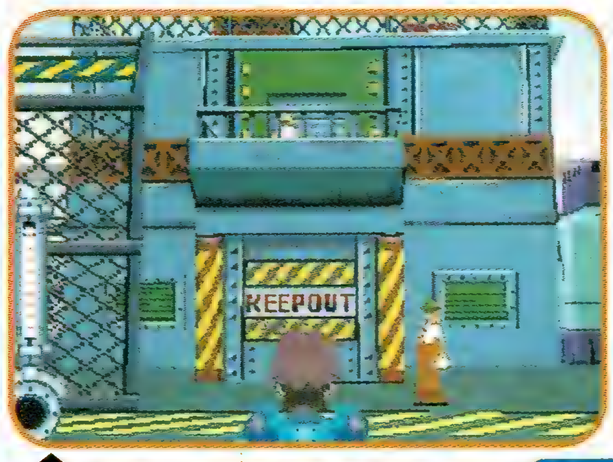


All That Remains Are Shut-Down Buildings And Hardly Used Factories

Spots To Watch For 2

A Huge Power Plant Built During the City's Prime

As expected from a power plant, it appears to have quite the set of facilities.

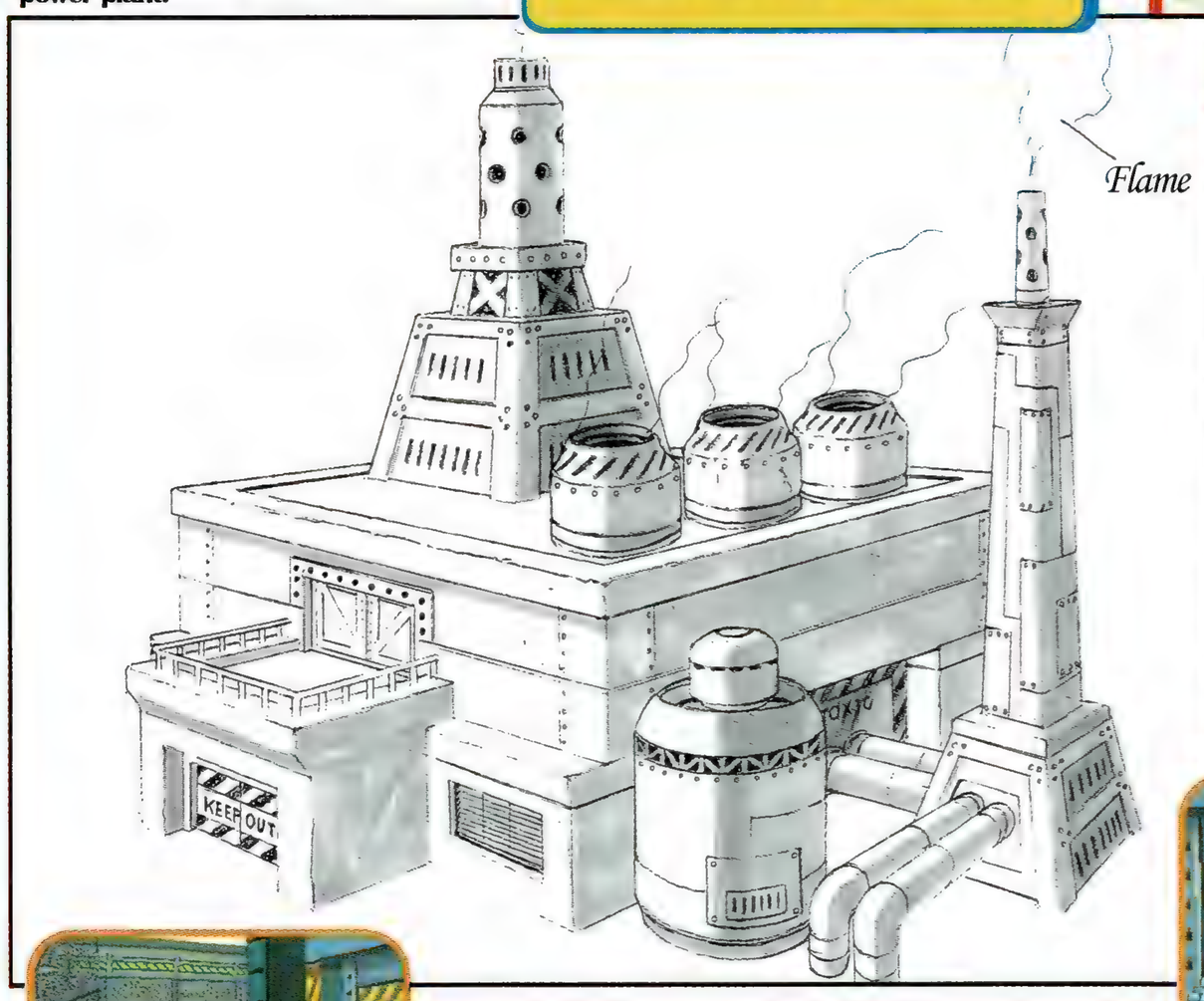


Though no one lives in this city anymore, workers can still be seen in the power plant.

Within the abandoned Old City, and its many closed buildings is a single manned power plant which continues to generate power.
Surrounded by many walls, it can only be accessed via a single gate from the Old City. It is the island's one vital source of power.

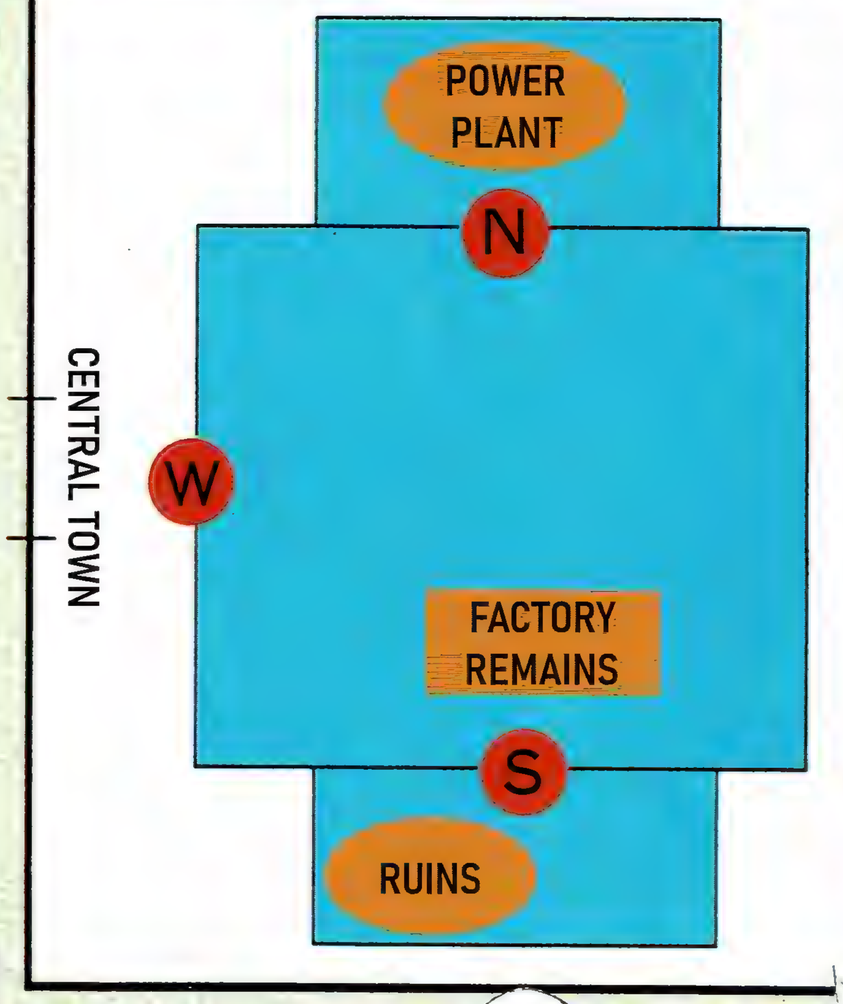
Power Plant Visual Illustration

Seems like the illustration and game design for the factory aren't that different.



The Power Plant Also Runs on Deflectors

It seems that the power generated for use throughout the island also uses Deflectors!



Old City Area Workers

Though the power plant was built in the once-populated Old City Area, it still plays the vital role of providing energy for the entire island. As such, quite a number of people can be found there in order to maintain their power source.

Power plant workers dressed in their gear. They know quite a bit about the Old City Area.

It seems like you can bring these cats back to the Flutter!

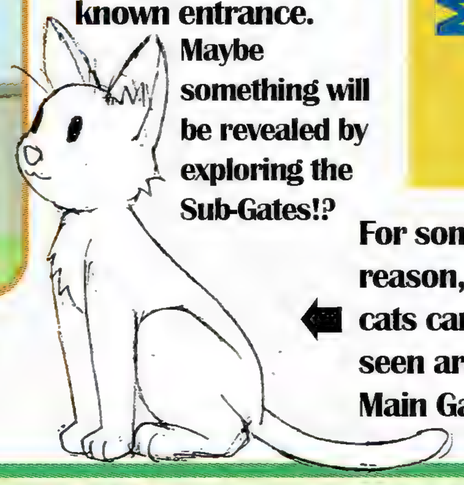
DON'T MISS THIS LOCATION!

Strange Ruins with No Entrance

Right next to the Old City Area lies the Main Gate. It seems that no one has ever explored these ruins as it mysteriously has no known entrance.

Will all be revealed once the Main Gate is opened...?

MAIN GATE



Maybe something will be revealed by exploring the Sub-Gates!?

For some reason, a lot of cats can be seen around the Main Gate!

CAUTION BEWARE OF WILD DOGS!!

Once they spot someone nearby, they will let out a howl and rush towards them!

Wild dogs are the main inhabitants of the abandoned Old City Area. They are so fierce that they will howl out and tackle anyone that comes near. It is rumored that their fierce nature has something to do with being close to the Main Gate.

A wild dog tackle. Return the favor with a kick to calm them down.

You won't be forgiven if you finish without introducing my ultimate machine!!

The Ultimate Air Pirate Mech Created by Tron!!

After being defeated by Rock, Tron built the ultimate Air Pirate mecha within the Old City Area's factory remains. It is a bipedial robot of destruction capable of laying waste to its surroundings using its immense firepower with every step it takes. Designed by learning from past mistakes made with prior Air Pirate machines, this is a superior mecha without major weaknesses!

Tron's greatest creation was built inside the Old City Area's factory!

Built in Secret Within the Factory!?

An incredible powerhouse capable of demolishing entire buildings one after another, leaving you without anywhere to hide.

Tearing Down The City As It Keeps Going!!

Focusing too much on attacks will leave you open to homing missiles raining from above!

Homing Missiles Will Chase After You!!

Homing missiles come down from the sky in swarms. They seem pretty quick and chase after their targets persistantly, so they're pretty accurate.

THEODORE BRUNO'S POWERFUL ATTACKS!!

These homing beams are fired one after another, making them hard to dodge.

Powerful Beams Fired From Both Hands!!

These homing beams are charged in each hand and fired one after another. Boasting great strength, one shot is enough to level a building!

THE ULTIMATE MECHA

The last of the Air Pirate machines. It is a composite of their previous machines' attack abilities, assembled (!?) into this massive robot!!

Pilot: The Bonnes

THEODORE BRUNO

HAS ARRIVED!!

CAN ROCK TRIUMPH OVER THE AIR PIRATES' ULTIMATE MECHA!?

ROCKMAN DASH ADVENTURE PICTORIAL

Behold!
Tron Bonne's genius creation, the greatest and strongest machine!
THEODORE BRUNO
Is finally complete!!

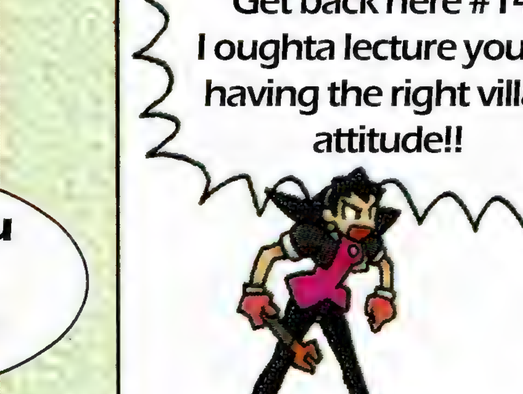
Height: 43.5m
Width: 21.7m
Armament Count: 34 guns
Mass: 53t

But since we're the bad guys, we're doomed to be defeated anyway, aren't we...

Get back here #14! I oughta lecture you on having the right villain attitude!!

Make sure you see it for yourself, too!

Just what is this ultimate enemy that lies deep below the Main Gate?



Reveards far stronger than anything up to now can be found within the Main Gate!

The story's not over even with the Air Pirates' ultimate mecha Theodore Bruno defeated.
In fact, there is a far greater enemy which lies hidden deep in the Main Gate and guarded by powerful Reveards. It is said that this enemy is armed with powerful weapons never seen before!

What!? You mean we're not his greatest rival!?

WAIT!!

TOP SECRET!!

ROCK'S GREATEST ENEMY IS SOMEONE ELSE!?

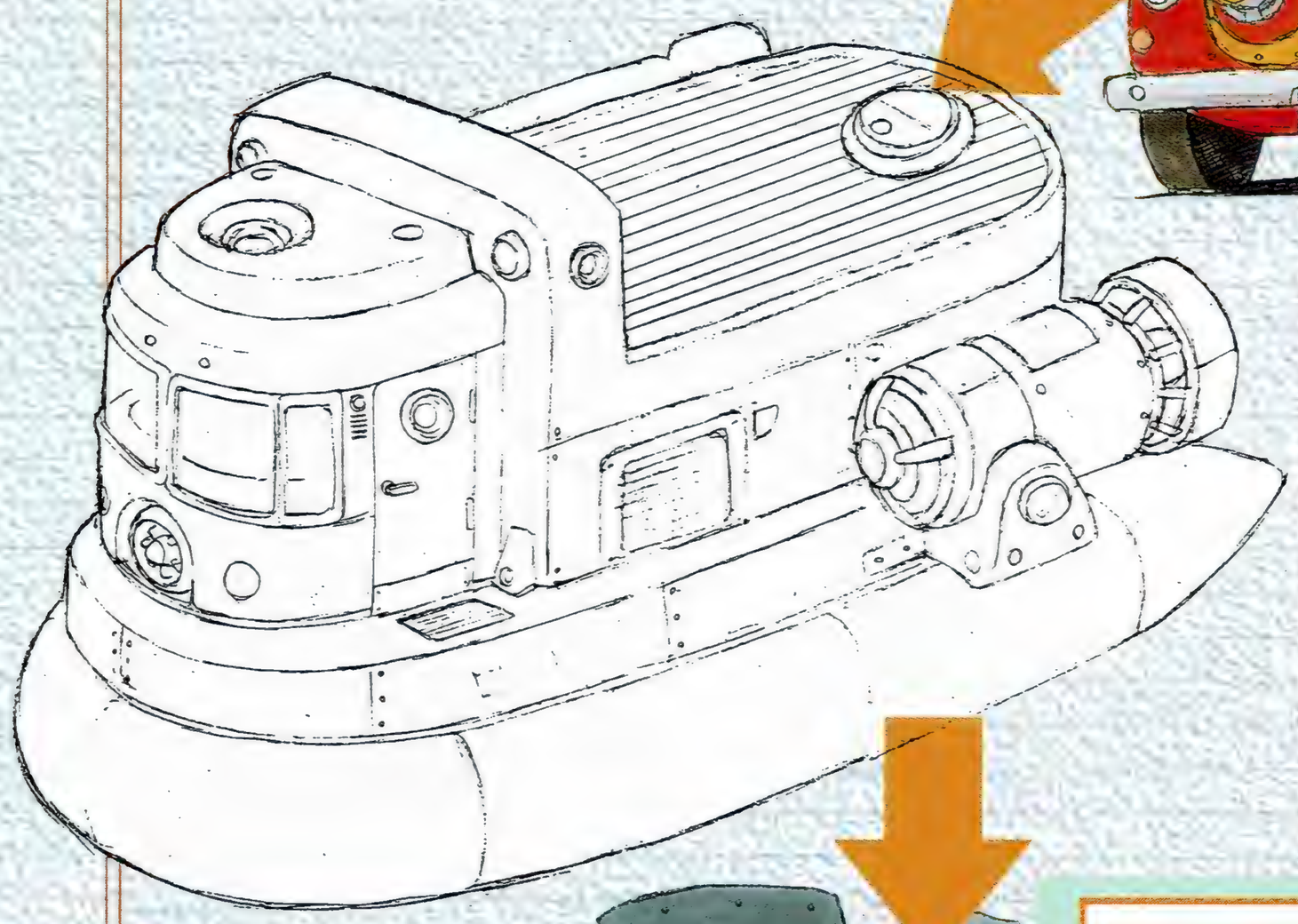
Prof. Data's UKI-UKI!! 8th PERIOD DASH LABORATORY!!

Rock's Support Car Development History

The final period we adorn our report with is the means of transportation we use all the time: the Rock Support Car. There are some surprising details in store~

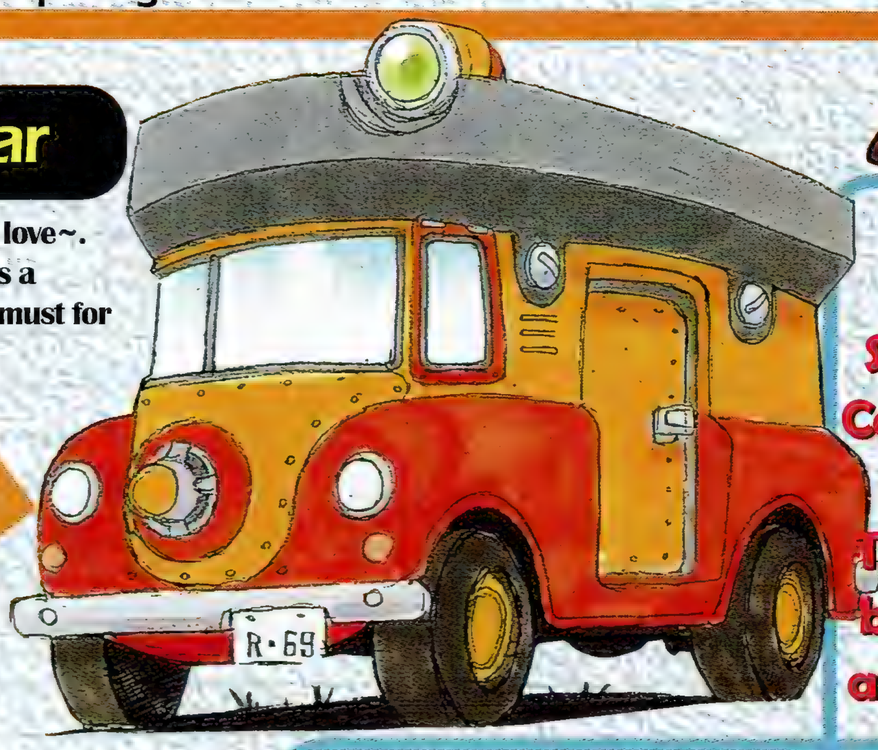
Rock Support Car Rev. Hovercraft

The modified Support Car Hovercraft version~. The Support Car design still remains around the driver's seat~. Looking at how big the engine is, I bet it could have raced over water really fast~!



Rock Support Car

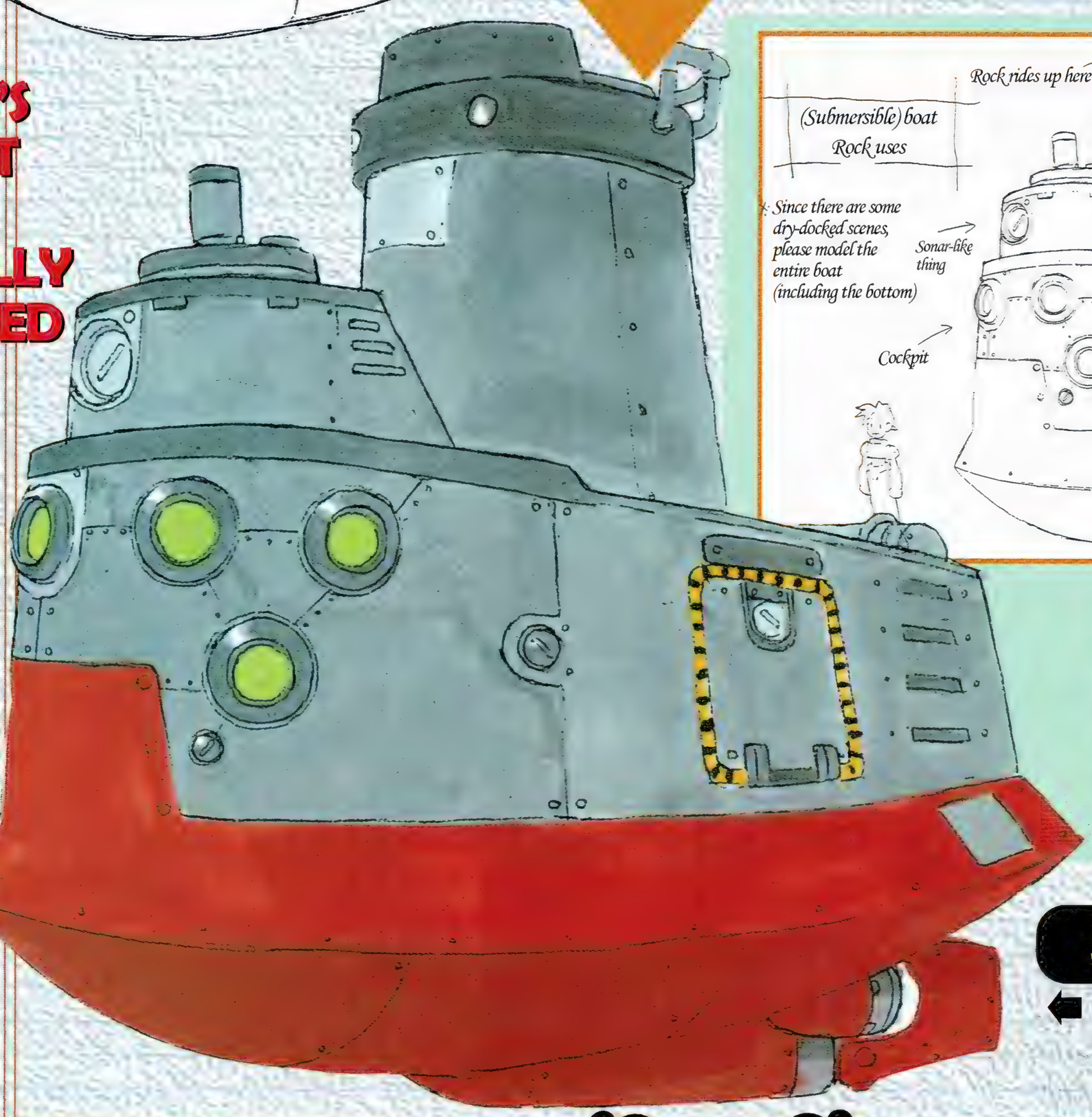
The Support Car you know and love~. It excels for travel and serves as a Digouter base. It's an absolute must for any adventure!



The Support Car Could Have Traveled by Land and Sea!?

The Support Car is a hugely useful place for Rock's weapon development, energy recharging, everything!! But did you know, there was an idea to convert it into an amphibious hovercraft~ In the end another boat appears for Rock to use, but this concept would have been pretty interesting to see~

HERE'S WHAT WAS FINALLY SETTLED ON!



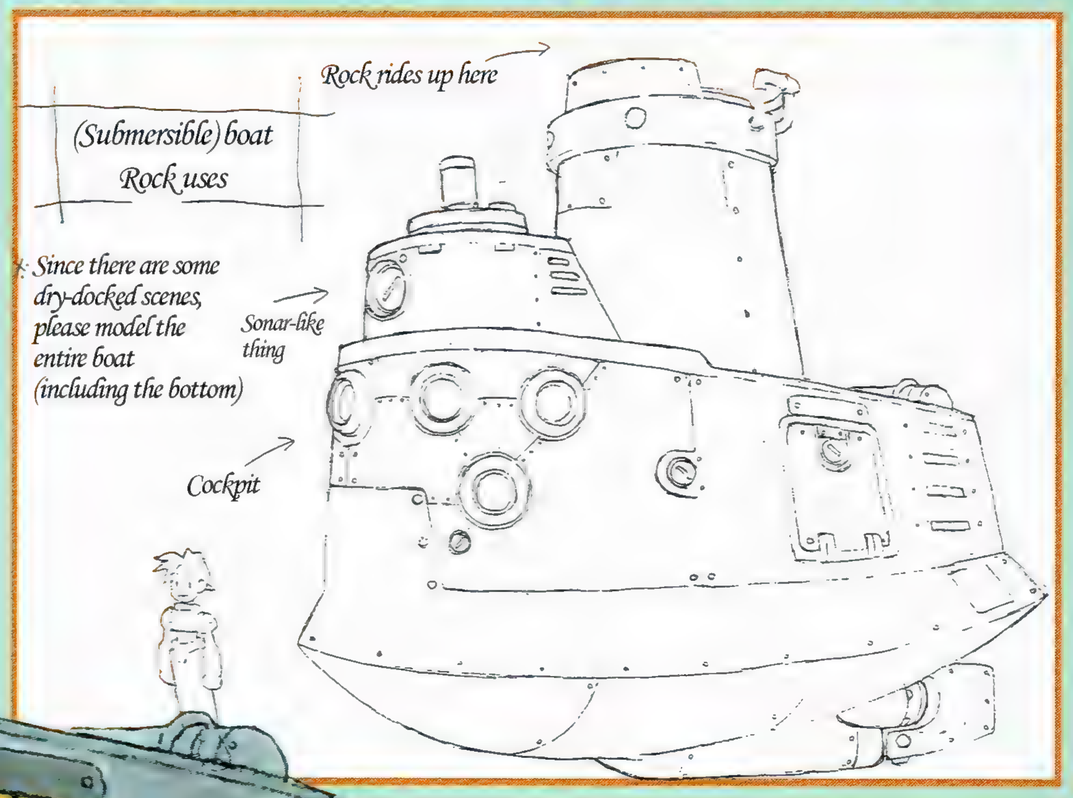


Image Concept

Uki!! I dug up this concept sketch of the submersible boat~. It looks like this is the finalized design~. When you compare it to Rock's height, it's not all that big a boat, is it~.

Submersible Boat

In actuality this boat is the one that sees activity. It looks like it's submersible, too~. That's pretty useful~.

The creators speak passionately about DASH!!

Rockman DASH Staff Interview

What sort of tales lay hidden in the shadows of Rockman DASH's production? The staff enthusiastically talks on the particulars, the passion, and the prospects of a sequel!!

WE'LL SHARE WITH YOU THE STARTING STORIES BEHIND THE DEVELOPMENT OF ROCKMAN DASH!!

Photograph: Yasuyuki Ohshima

First things first, your comments on finally wrapping up development

Inafune: Things were pretty rough this time around. I wasn't sure how we were going to go about creating a series that had never been done before. However, I went forward keeping in mind that we will make something interesting, and I hope this sentiment is conveyed well to the players.

Kawano: While working on it, I started to wonder "Is this going to work out?" Nevertheless, the other producers said the work was interesting, and I think it helped me get over that hurdle. There were times we would get stuck and team members would start to mutiny (laughs). It put a fair bit of pressure on the main staff here.

Inafune: I had no idea what to expect, even among the dev team. Even when I explained to them, "This is how it'll be fun," I would just get this reaction of "Huh?" The more I tried to explain the more anxious I got. It grew even worse trying to explain to the sales team and other people outside of development. When they hear the name "Rockman," they already have an image of what that is. That was when people started saying the dev team was doing something completely bonkers. Anyhow, it was very hard to explain what sort of game this is, you know?

Kawano: Thank goodness the V-Jump Festival was happening around then. At that stage of development, it was a struggle to put together a build of the game that could be shown to people, but I was able to have many people see the game and hear their thoughts. I'm glad I forced myself to put that together.

Inafune: All thanks to you, Shueisha (laughs).

Itoh: Speaking of struggles, I really struggled with the character Tron's design. As you can probably see (from page 53), there are many different concepts. I wanted to create a girl enemy that had never been seen before; a character that could be cute and bad at the same time. But even then I was particular about the small details. For example, making her wear a sexy outfit for reasons I can't understand (laughs). Another thing I was particular about was the worldview. When I made the storyboards, I had to read the scenarios and expand the worldview more and more.

Inafune: For starters, this is the first Capcom game to have such a detailed setting.

Kawano: Up until now I've been surprisingly lazy about making those (laughs).

Inafune: Normally there are programming constraints, so you have to make the worldview fit into that. But this time we completely ignored that (laughs) and created the worldview first. There are already other Rockman games, so I didn't want to give it a half-hearted attempt and have the game become confusing. We decided to start with a solid worldview so it wouldn't be overshadowed by the previous Rockman titles.

It was very hard to explain what sort of game this is.

PROFILE

KEIJI INAFUNE

Dev Responsibilities

As the producer, bringing the entire project together.

Previous Works

All Rockman series, etc.

Influential Works

Tatsunoko Pro anime, Star Wars, Dr. Slump, etc.

Motto for Hard Times

Hang in there!
(Wait for the storm to pass.)

How You Refresh

Watching a movie, or something that takes my mind off reality.

Favorite Character

Teisel Bonne (I think he's a neat guy.)

Message to the Players

I hope you will play this again and again, and enjoy doing various things.

Here's how DASH was completed

Inafune: Originally it was just Kawano and me. About two years ago we decided, although it'd be Rockman, we should do something different from the norm and be free. Kawano had been working on Breath of Fire, and Itoh was working on other games as well, so we added new "blood" to the game. The concept Itoh came up with at the outset was pretty good: "Create a world, wander around, and have fun."

Kawano: We never set out to deny the established world of Rockman and we couldn't do anything that would betray the feelings of the fans. So we focused on how to change the worldview with love.

Inafune: That's right. If he's "Rock" he has to be called Rock, but I still want to change it, so that's the hard part.

Kawano: Itoh was crying a bit in the beginning (laughs).

Inafune: I wanted to create a sense of unity by having a single character designer. But then, I wanted to completely change the Reaverds found underground (pages 38, 39). It wouldn't do if they looked so much like the Bonnes' machines, so I asked Ishihara to do those.

Ishihara: I was told to change the atmosphere, but it was hard to know how much or little to change it.

Kawano: Ishihara does not think logically in the least, nor does he do what others tell him to do (laughs). Anyway, his approach is rather impulsive, whereas I or Itoh are more logical. It's interesting to see those two extremes in that sense.

Inafune: When I asked him to do that, he drew some pretty odd characters (laughs). From the start I had the mindset of "odd is good," so I told him, "Just go ahead and draw what's normal for you" (laughs).

Kijima: There were some things that made me want to throw up (laughs).

Ishihara: If I can make you think that, then I hit the hammer on the head. It's scary, it fits the world of Rockman, and it's cool.

Inafune: An important aspect of going underground is shooting without hesitation. Fundamentally I wanted Rock to be a good person, but I don't want him to react, "Oh, maybe I shouldn't destroy them." You don't hesitate when you kill a cockroach, right? So it's like that. When he beats one of the Bonnes it's a machine with a person in it, so he has the excuse that even when he destroys the machine he's not killing anyone. When it comes to the underground they are clearly lifeforms, so I hope people will be aware of that when they play.

Ishihara: But even after making those frightening characters, they ended up being called cute (laughs).

So we focused on how to change the worldview with love.

PROFILE

KAZUSHI ITOH

Dev Responsibilities
Character and mecha design, setting the worldview, storyboarding.

Previous Works
Rockman 5, 6, 7, and Disney games.

Influential Works
Everything I've ever seen.

Motto for Hard Times
Well, whatever...

How You Refresh
Cleaning my room and desk, and then taking a bath.

Favorite Character
The Bonnes.

Message to the Players
I would like you to play while imagining this world, particularly the parts you don't see.

PROFILE

YOSHINORI KAWANO

Dev Responsibilities
The direction of the entire game, scenarios, etc.

Previous Works
Breath of Fire 1 and 2, etc.

Influential Works
"The Castle of Cagliostro", all the books by Katsuichi Honda and Ryotaro Shiba, and many more.

Motto for Hard Times
I get fired up with Saburo Sakai's "Samurai!"

How You Refresh
Going to the public baths with the team, then having a beer in private afterwards.

Favorite Character
Tron (her voice actress, Ms Izuka, was cute.)

Message to the Players
This is a game that can be enjoyed even by girls and those not used to action games.

The secrets we can now reveal about production

Kijima: This is actually my first 3D game. It's been all 2D up until now.

Inafune: The only one among us who has worked on 3D games is Ishihara with Biohazard. We're an army of 3D amateurs. (laughs)

Kijima: I wanted to teach the staff on my own team, but I didn't know any more than they did, so we all banded together and created while we researched. It was a lot of work, but it was an interesting experience. By the end, just when I started getting a hang of things, development was over. (laughs) I was in charge of the background designs, and while the above ground areas are bright and peaceful despite battles going on, the underground is more damp and dark. But, the setting was more established than ever and that helped a lot. Plus, since the game is in 3D I had to make sure the characters couldn't go through or move up walls.

Kawano: When you kick an empty can in the town, it will bounce around as you'd expect.

Kijima: I had a lot of trouble with the final program.

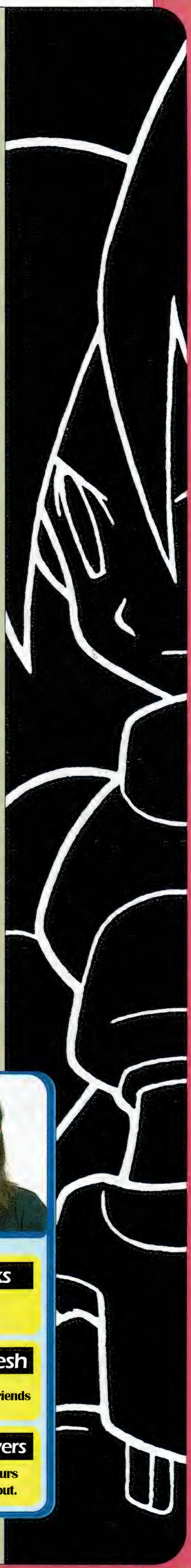
Kawano: If it's just the characters I can create some pretty amazing things, but when dealing with programming it became difficult to find the right balance.

Ijuin: I didn't know what the specs were at first. So Kawano starts by telling me, "Create a really big town!" But when I asked how big he said, "You know, big like a town." (laughs) I tried to make a 600 meter square space, but it was too big to play in. (laughs) It would take Carl Louis a minute to dash from one end to the other. (laughs) I was a little disappointed to see that strain was there up until the end, like not having much room to place NPCs for example. But, I think it's a very advanced process compared to some other games. It was like a hazy picture in the distance. Also we were told this was "probably an action game" originally, but as production went on the RPG elements got stronger, like with the ability to talk to townspeople and examine things in a building.

Kawano: Well, I tricked you. (laughs) It was already settled from the start, but I didn't want to suddenly announce that because it might have made people uncomfortable. (laughs) I let it out in little steps at a time. (laughs)

Ijuin: What's uncomfortable is being lead programmer on an RPG but not a single person on the team knows they're making an RPG. (laughs)

We were programming without even knowing it was an RPG at first.



PROFILE

MASARU IJUIN

Dev Responsibilities

Lead programmer

Previous Works

Rockman X, Super Street Fighter II

Influential Works

Novels by Yoshiki Tanaka

Motto for Hard Times

"Where might is master, justice is servant" (there was no justice during development)

How You Refresh

I crash into bed.

Favorite Character

Tron and the TV reporter

Message to the Players

Even the little enemies are programmed like bosses, so take a look at them!

PROFILE

MAKI KIJIMA

Dev Responsibilities

Background

Previous Works

Rockman X, Rockman 7, etc.

Influential Works

"Aim for the Ace!"

Motto for Hard Times

Regret something you have done instead of what you haven't.

How You Refresh

Shopping, chatting with friends

Favorite Character

The Kobuns (don't know if I'm serious or not)

Message to the Players

I hope you'll enjoy taking detours when you're checking things out.

Even more production secrets, and onto the next game

Ijuin: And then there were the cutscenes. Even though it took a lot of time and manpower, we wanted to create a sense of unity in the game so we used the polygon graphics to make them. It was still a lot of hard work.

Kawano: I tricked you on the number of cutscenes, too. (laughs)

Ijuin: When you're making a game, towards the end it's normal to say, "This doesn't fit so I'll cut it." But when he said, "Do the side quests first," I had to wonder, why? Since I worked on the main story last, I could never cut anything. (laughs). I used everything in the end.

Kawakami: With the amount of cutscenes, there was a lot of sound work, too. The hardest part was the voice acting. It took three days to record everything. And that was before editing.

Kawano: I was impressed how you were able to tie together those recordings when they were all made separately.

Everyone has more ideas in mind, and says they want to make the sequel!!

Kawakami: With traditional animation, staff add the voices while watching a screen, so movements and voices match perfectly. But there was no screen to watch when making these recordings, which also put strain on the programmers.

Ijuin: I kept getting asked to extend the cutscenes because of the long lines. (laughs)

Inafune: The cutscenes are one of the game's selling points, so we spent a lot of time and money on them. The voice talent was chosen by Itoh to match the characters.

Itoh: I was shocked when my first choices were selected. I had to wonder if we should let such great talent voice Kobuns. (laughs)

Kawakami: And then the sound effects are elaborate, too. Like kicking the can, the dog. (laughs) Everyone kicks that can because of its sound.

Inafune: But, when things go that roughly people usually say, "I'm done with this!", but I think everyone in this team still has more good ideas in mind, and we're saying ,"Let's make the next one!"

Ijuin: Now that we've seen the specs, the next one should go just fine.

Kawano: The one thing I regret is not including a character aimed at girls. Like a roguish, handsome bad boy. I wanted to make someone like that as a rival but couldn't this time around.

Inafune: Plus there are still unanswered questions at the end, like just who is Rock exactly? We have ideas for the next one, but before that, please see the ending to this one. We can feel our love for the Bonnes. (laughs)

PROFILE .....

TOMOYUKI KAWAKAMI

Dev Responsibilities

Sound lead (cutscene SFX, editing and placing voiced lines).

Previous Works

Rockman X3, Street Fighter ZERO, and a lot of arcade games.

Influential Works

Gundam (the first series through ZZ).

Motto for Hard Times

"Keep at it and things will work out."

How You Refresh

Going to concerts and live shows, and playing instruments.

Favorite Character

The Koburs (their individual cuteness, movements, and personality).

Message to the Players

I hope you play this game like a movie; in stereo and with the volume turned up.

PROFILE .....

YUJI ISHIHARA

Dev Responsibilities

Reaverd designs, textures.

Previous Works

Aladdin, Biohazard.

Influential Works

Jaleco's "The Rescue of Princess Blobette."

Motto for Hard Times

"If it's this hard now, the next will go smoothly."

How You Refresh

Making banana juice in the office at night.

Favorite Character

Bensley (because he's wearing restroom slippers).

Message to the Players

We put so much effort in the cutscenes, so I hope you will watch them all.

KATTELOX ISLE AREA GUIDE

WELCOME TO KATTELOX ISLAND

A handy map of Kattleox Island, where Rock and Co.'s great adventure unfolds! At a glance, you'll be able to see what's going on in each area, or tell if there are any ruins nearby.

History of Kalettox Island

The discovery of high-quality deflectors by two adventurers, Kattle and Ox, led to a boom in the island's development. Towns were then established throughout the island, using materials from the walls of the ruins during construction.

The walls that partition each district of the island are made from the same material as the ones in the ruins.

City Hall Area

All the governmental and other assorted important infrastructural buildings are gathered at this part of the island. This area is where the Mayor carries out her duties, and important facilities such as the bank and police station can be found. What's more, there's fancy, high-class homes as far as the eye can see.

In this area there's also a park, it's frequently used by the islanders as a spot to relax!

Yass Plains

A vast grassy plain is found at the northern part of the island. There's also tiny ruins peppered about, which are perfect for a little treasure hunting. With a B-class license, you can get right to it!

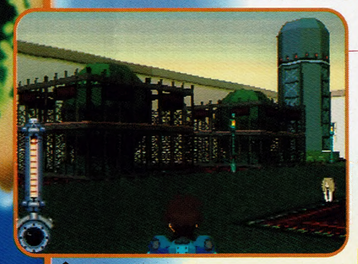
It looks like somebody's doing some excavating, leaving a huge crater surrounding some ruins.

Keep an eye out: it's a pretty open area, susceptible to air pirate attacks.

At the heart of the Yass Plains lies Clozer Forest and its gigantic ruins. The gate's been sealed off tight. To get in, you'll need the approval of Mayor Amelia, as well as an A-Class Digouter's license.

Clozer Forest Sub-Gate

Old City Area



With all the closed-off factories and dilapidated houses that line the streets, you can barely make out even a silhouette of a person.

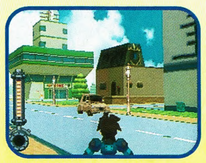
The sole power station of the city. People work here to supply the rest of the city with power.

Back in the day, this used to be a residential area where most of the islanders lived. Nowadays, the only things you'll find here are stray dogs and the engineers that work at the power station.

Lake Jyun Sub-Gate

A giant ruin located in the middle of Lakeside Town. The labyrinth stretches into the bottommost depths of the lake. Entrance requires an A-Class Digouter's license.

Ancient ruins reside on an islet floating in the center of Lake Jyun.



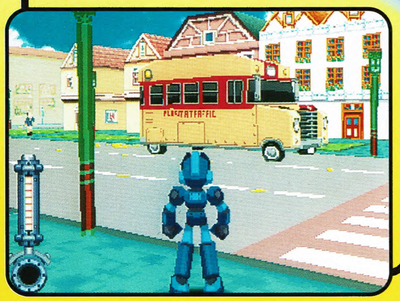
Let's go rent a boat from Mr. Wily by the lake!

Lakeside Park

Kattleox Island's own resort! At Lake Jyun, the biggest lake on the island, you can enjoy some boating or take in the gorgeous view. What's more, there's buildings like the art museum and a school to be found here, so you can soak in some culture and learning!

Central Town

Nearly everbody on the island lives in this residential area. It's situated at the heart of the other districts.



Hr~m... This might be the Great Legacy!!

Cardon Forest Sub-Gate

As you come out of Apple Market, heading south will eventually put you face-to-face with a huge set of ruins. There seem to be dangerous Reaverds within, and the mayor's prohibited anyone from entering it.

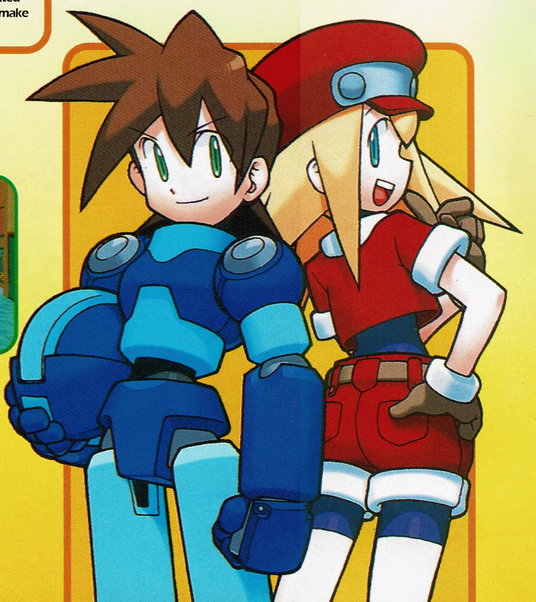
The ruins are guarded by policemen, and it won't be possible to get inside without permission.

Apple Market

The number one bustling shopping arcade on the island! Everything that the islanders could need for their daily lives can be found here. From necessities like food from the bakeries and clothes at the boutiques, to even the Junk Shop, it's all here.

The people of the shopping arcade greet adventurers with warm smiles and open arms.

You can get all kinds of must-haves for your adventure at the Junk Shop!



That's what she said!

Miss Tron says you can't just go around taking your cover off!

O ho ho! If you take the cover off, you'll probably just wind up losing it!! Don't you even know that much, Rock!?

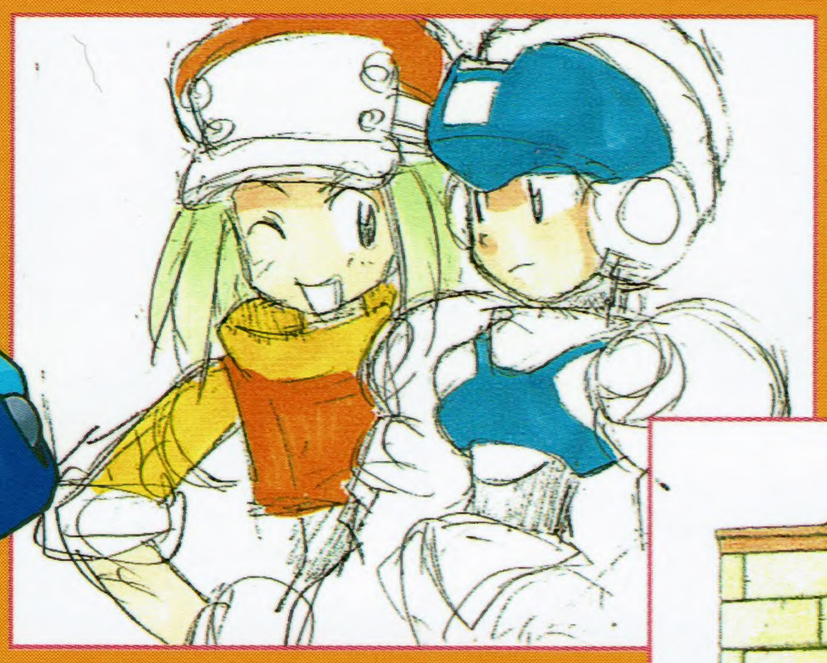
Rockman DASH: Adventurous Spirit of Steel

Capcom Official Documentation

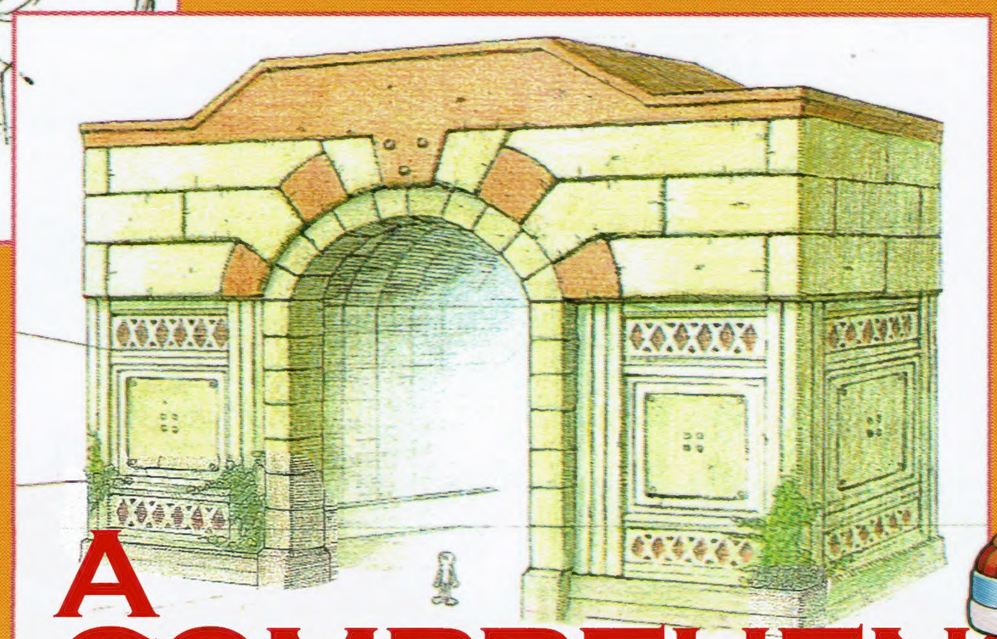
GREAT ADVENTURE GUIDE

V-JUMP BOOKS GAME SERIES
TOKYO, HITOTSU-BASHI, SHUEISHA

Absolutely Everything You'd Need To Know Before Embarking On Your Journey Through The World Of Rockman DASH!!



It's a blast learning about the settting of our new adventure, Kattelox Island!!



Wow, so that's what everyone looked like from start to finish!!

A COMPREHENSIVE COMPENDIUM

The Bonnes will be showcasing our very own, custom-made, air pirate fleet! Every last one!!

Characters, Locales, Technology, And More!

A Behind-The-Scenes Look At Rockman DASH

V-JUMP BOOKS GAME SERIES
TOKYO, HITOTSU-BASHI, SHUEISHA

9784081080670

定価1200円 本体1143円

雑誌67301－67

ISBN4-08-108067-4

C9476 ¥1143E

1929476011435

CREDITS

Scanning / Cleanup / Typesetting

RockmanCosmo (@RockmanCosmo)

Main Translation

akiTONE (@_akiTONE_)

Midori (@catwithbenefits, @megamantad)

Assistant Translation

HF (@RMDL_Comic)

Jhon (@801jhon)

Kobun20 (@Kobun20)

Sidier (@Bapgei)

Organization

Chomp_0 (@Chomp_0, @GetMeOffTheMoon)